KARTIA™
THE WORD OF FATE
ATLUS®

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® DISC:
- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

KARTIA

Thank you for purchasing Atlus' game "Kartia". Before you start the game please go through the manual. Replacement manuals are available for $5.00. Contact Atlus customer service..

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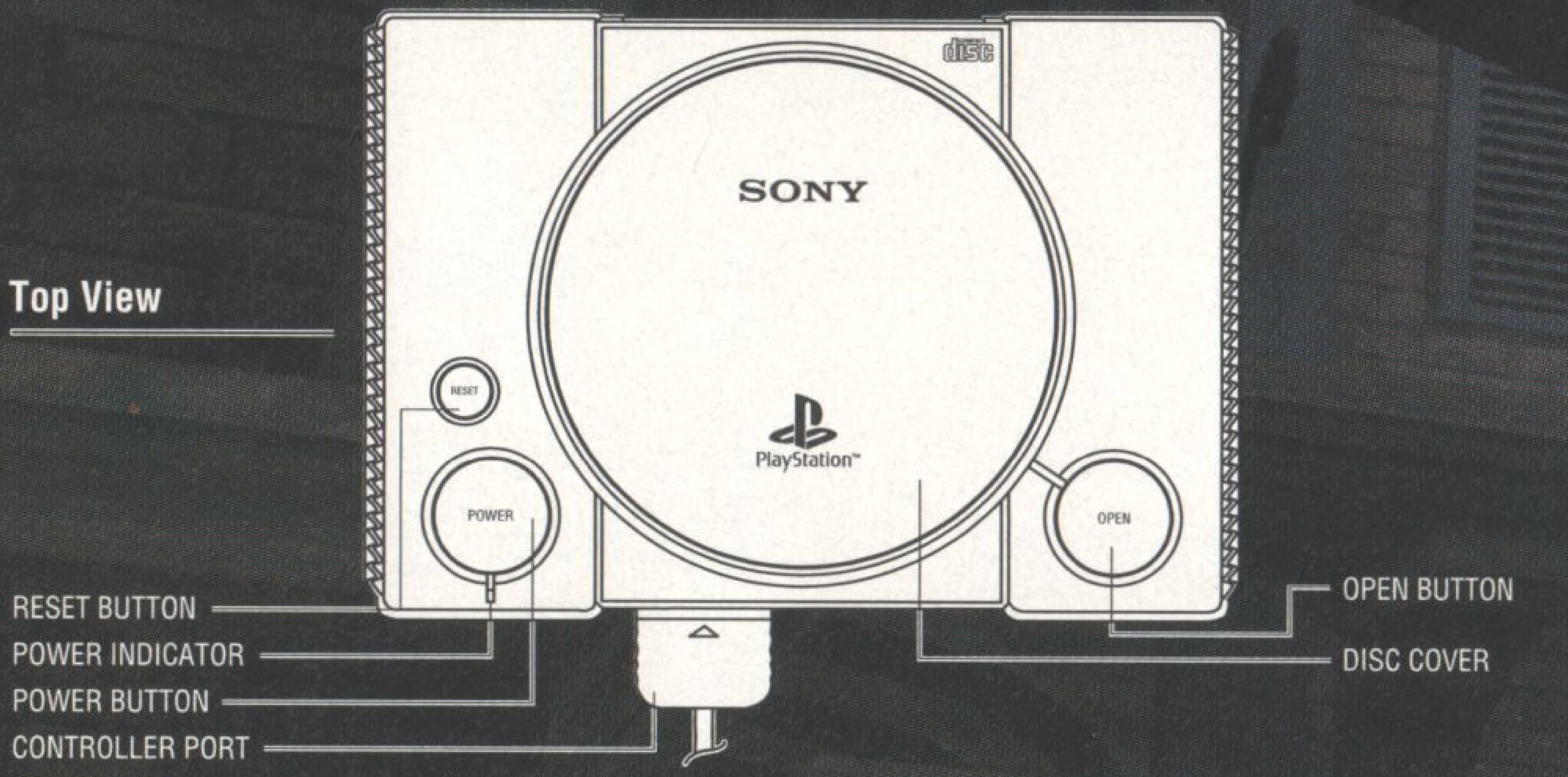
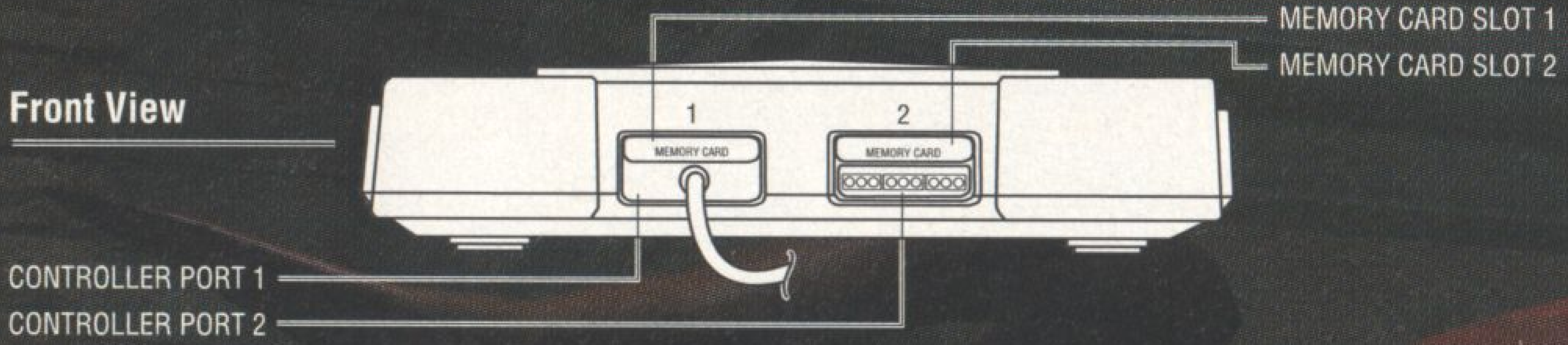
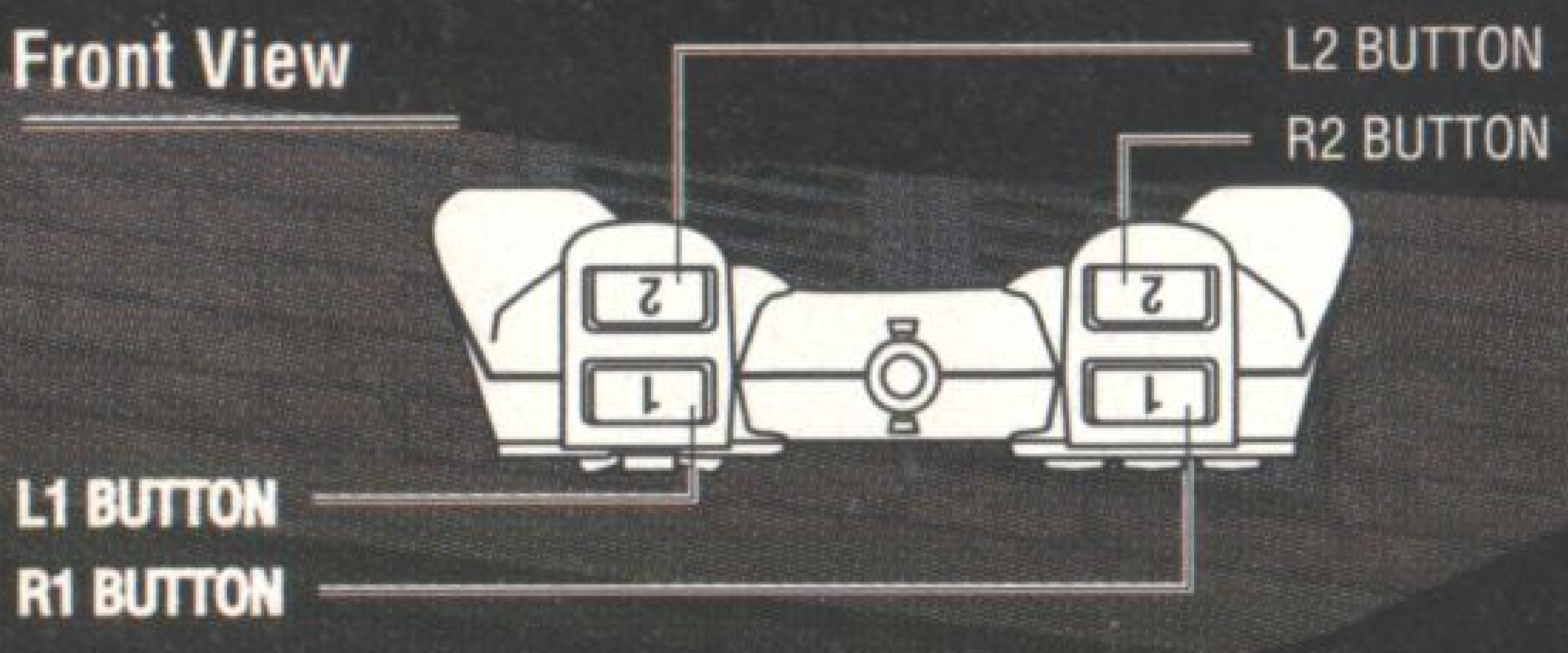
CONSOLE

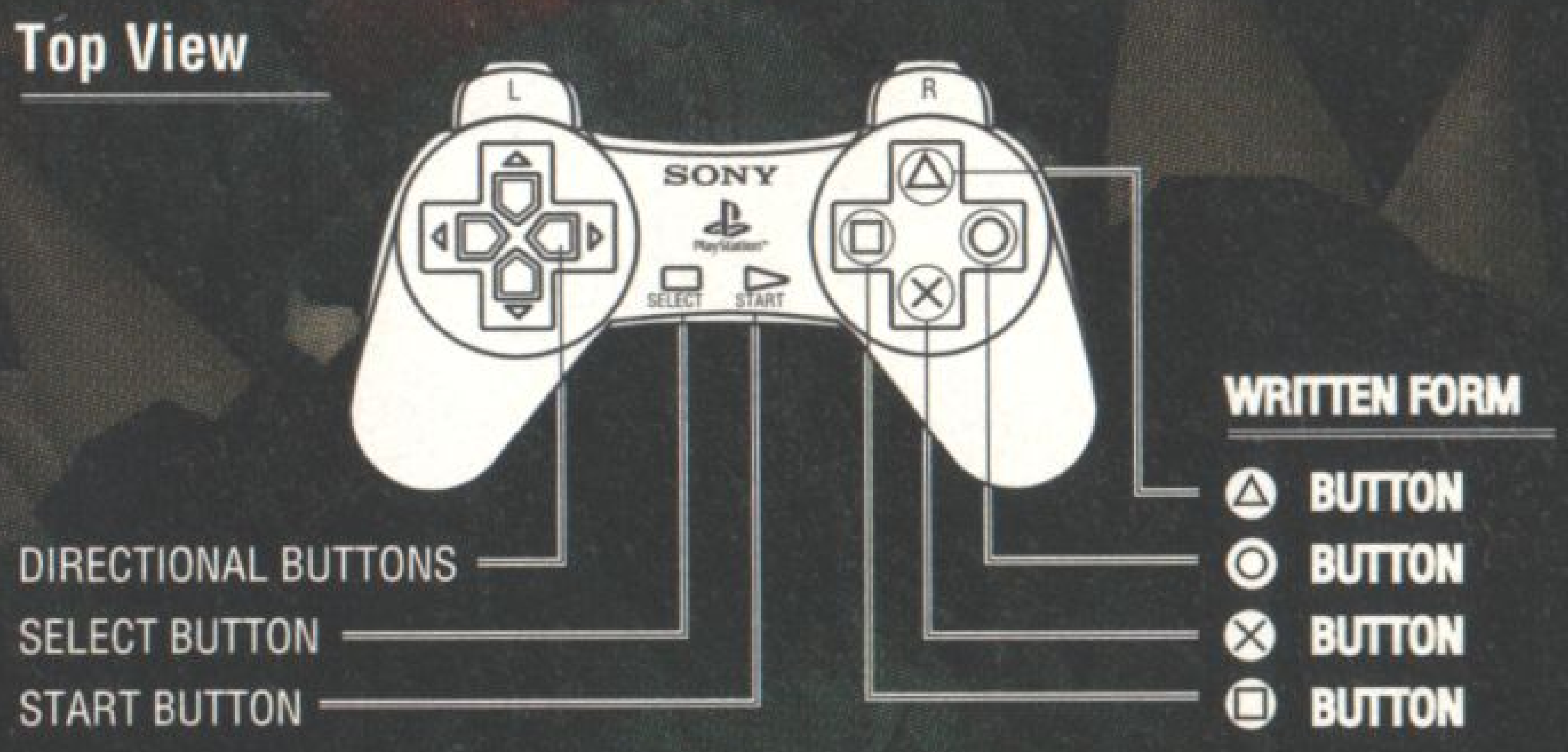




Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console's power is off before inserting or removing a compact disc. Insert the Kartia disc and close the disc cover. Insert a game controller and turn the PlayStation game console ON. The opening story will start, and then the Title/Game Start Menu will appear. Press the "Start" Button to begin play. Follow the on-screen instructions to start a game.

HOW TO USE THE CONTROLLER





Directional Buttons ....Moves cursor/choose icon

□ Button..........................Brings up HP Meter in Battle Mode

✕ Button ....Decide

△ Button ....Cancel

○ Button ....Status Screen

R1 Button.....................................Rotate Camera to the Right

R2 Button.....................................Switch to next Character

L1 Button.....................................Rotate Camera to the Left

L2 Button ....Switch to previous Character

SELECT Button ....Bring up External Command Menu in Battle Mode

PROLOGUE

The card which can create anything.

People have lived with the power of Kartia since the beginning of time.

The divine letters release the power of Kartia...

Kartia fire illuminates the dark,

Kartia winds flow through the sea,

Kartia earth laid over a bed of seeds,

Kartia water nurtured the plants...

Thus people called this world Rebus.

It was the world of Kartia civilization...

For thousands of years, this world never knew of war.

It was a world of
peace and security...

But those beautiful
days began

to corrupt the
people...

...and

Chaos crept into this
world.

When people took the
power of Kartia for
granted,

The destruction of
Rebus began.

This is the story of
two individuals, who
lived in this chaotic
era...

Toxa, the free knight.
Nothing kept him from
pursuing his dreams.

Lacryma, the Shrine
Warrior. Her father
was a hero. She led a
life bound by law.

Whoever happens to
witness this epic
drama will experience
all the joys and
sorrows that affect
their lives...

TOXA CLASSICO

A gifted young knight who fights for justice.
Sex: male
Age: 18 years old
Place of birth: Idorus
Occupation: Knight

Born as a merchant's son. But rather than taking his father's job, he wanted to live the life of a hero and decided to become a knight. Toxa was a natural swordsman. He was anointed as a knight at the age of 18.

He is master-less and is now living at Count Shinon's estate, a distant relative.

His recklessness comes from his youth. His youthful arrogance comes from a privileged life with little difficulties.

MONA SARADIART

A girl of destiny. Even though her life turned into turmoil, she has a tender and warm heart.
Sex: female
Age: 16 years old
Place of birth: Unknown
Occupation: Druid

Toxa rescued her from a group of thieves.

A very modest and trusting girl.

ELE LA MONELLA SHINON

The daughter of Count Shinon.
Sex: female
Age: 17 years old
Place of birth: Idorus
Occupation: Daughter of the Count

The 4th daughter of Count Shinon. Although she has never been outside the estate, her father taught her swordsmanship and how to use the power of Kartia.

She is frustrated about her life. Somebody is always telling her what to do. She doesn't even have the choice of who she will marry. She is secretly seeking an opportunity to run away from her house.

DURAN BOUQUET

A warrior of God who conceals his compassionate heart under his cool exterior.

Sex: male
Age: 20 years old
Place of birth: Cross Land
Occupation: Shrine Warrior

He has the ability to calmly decide what to do in a tense situation. He is a natural swordsman and is very skillful with Kartia. It is natural that people trust him.

However, as a Shrine Warrior he is forbidden to create Phantoms. He also works as a member of Vigilance.

MISTY ROUGE

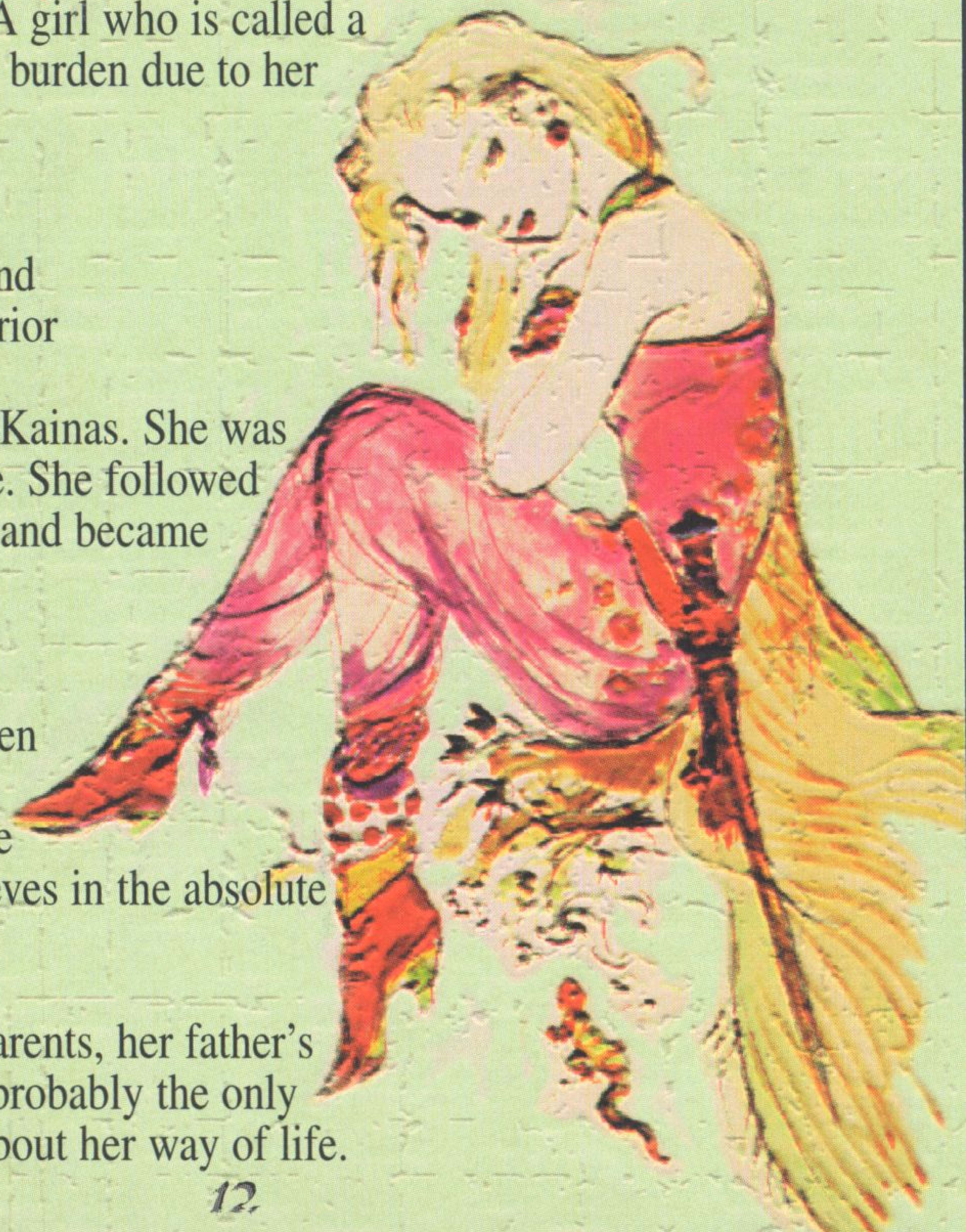
A lonely warrior who seeks love. Her destiny is working against her.
Sex: female
Age: 19 years old
Place of birth: Idorus
Occupation: Swordsman

She was once a part of the group who kidnapped Mona.

Her childhood experience has left her traumatized. She trusts no one.

LACRYMA CHRISTI

A guardian of the law. A girl who is called a saint but carries a heavy burden due to her fate.
Sex: female
Age: 18 years old
Place of birth: Cross Land
Occupation: Shrine Warrior



The daughter of a hero, Kainas. She was orphaned at an early age. She followed in her father's footsteps and became a Shrine Warrior.

The pressure of being a hero's daughter has driven her to achieve excellence, but has made her stern. Lacryma believes in the absolute power of the law.

After the death of her parents, her father's friend raised her. He is probably the only one who is concerned about her way of life.

KUN VINE

A young swordsman who is about to learn the reality of the world.

Sex: male
Age: 18 years old
Place of birth: Vesta
Occupation: A trainee knight

He came to Vigilance to be anointed as a knight.

A young man who hates hypocrisy and seeks justice. He is often too serious and lacks a sense of humor.

Great with a sword but not so with Kartia.

POSHA SAINT-AMOUR

An innocent spiritual medium who seeks to have a strong soul.

Sex: female
Age: 16 years old
Place of birth: Cross Land
Occupation: Medium

Her skill with a sword is minimal and she can barely fight in a battle..

It is her goal to become stronger. Because Posha is not strong as a fighter, her talents are more valued as a healer.

TROY WREATHRING

A self proclaimed genius with a cynical personality.

Sex: male
Age: 18 years old
Place of birth: Cross Land
Occupation: Encrypter

Talented in the use of Kartia. By nature he is a good person but his sarcastic attitude causes people to... dislike him..

He is part of Vigilance and has a good track record. He is on his way to obtaining an unlimited license in the use of Kartia.

ALANA IL VANYA

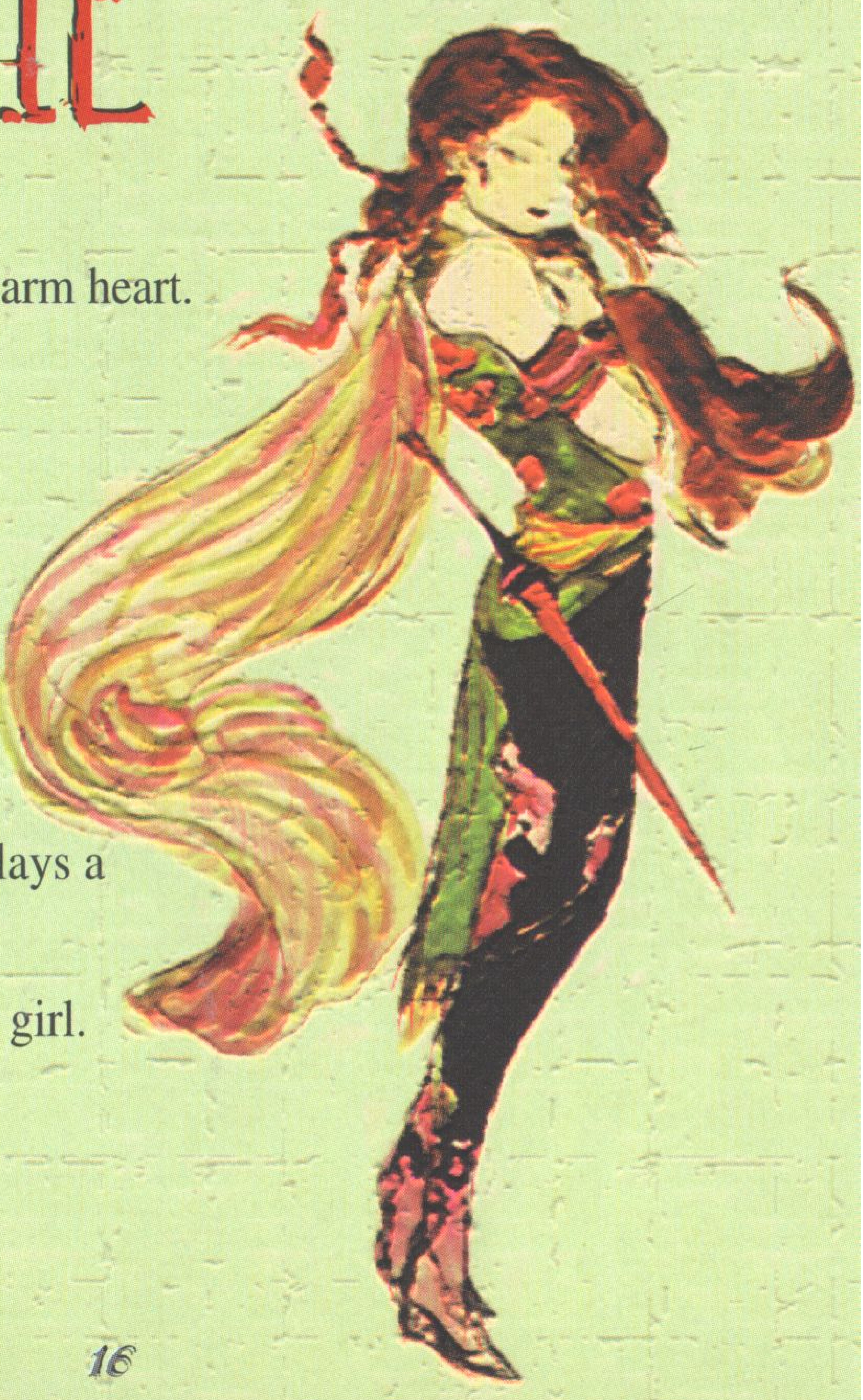
A dancer with a strong and warm heart.

Sex: female
Age: 18 years old
Place of birth: Sarandra
Occupation: Dancer

A dancer in the pub and also a member of Vigilance.

Her swordsmanship is as elegant as her dancing. She plays a vital role in Vigilance.

A cheerful, fun and attractive girl. She's loved by all.

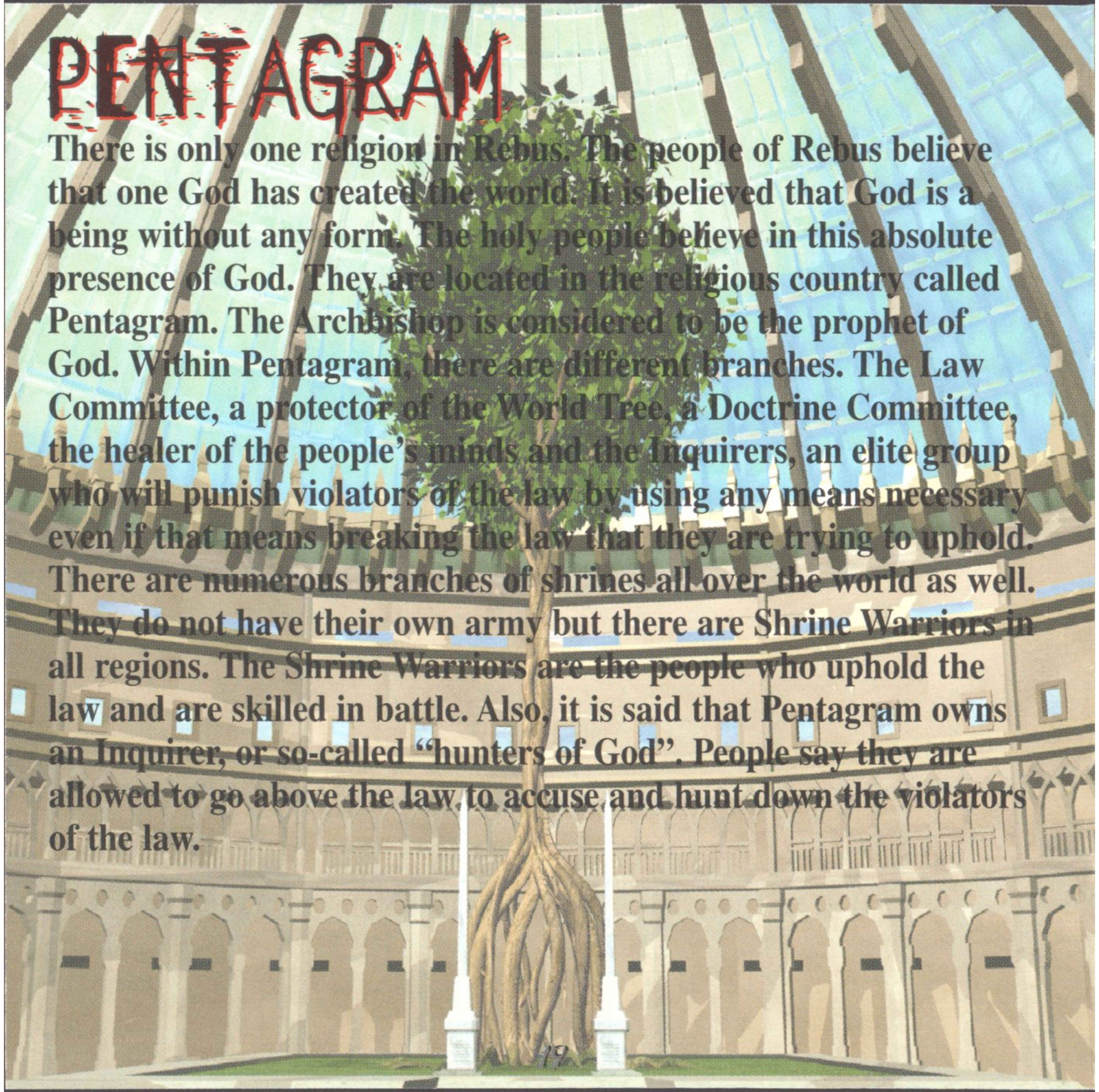


THE WORLD OF REBUS

NATION

Rebus consists of 5 big countries and numerous small countries.
The story takes place in Cross Land, with Nordia to the north, and Idorus to the east.
Cross Land was once a major country that dominated half of the world.
Idorus is a country with a history full of conspiracies and tragedies.
Nordia was once a military power but due to a long period of peace, Nordia has forgotten how to keep order.

The major countries forgot their militaristic ways and their ability to defend their borders. This caused a breakdown in peace and stability.



PENTAGRAM

There is only one religion in Rebus. The people of Rebus believe that one God has created the world. It is believed that God is a being without any form. The holy people believe in this absolute presence of God. They are located in the religious country called Pentagram. The Archbishop is considered to be the prophet of God. Within Pentagram, there are different branches. The Law Committee, a protector of the World Tree, a Doctrine Committee, the healer of the people's minds and the Inquirers, an elite group who will punish violators of the law by using any means necessary even if that means breaking the law that they are trying to uphold. There are numerous branches of shrines all over the world as well. They do not have their own army but there are Shrine Warriors in all regions. The Shrine Warriors are the people who uphold the law and are skilled in battle. Also, it is said that Pentagram owns an Inquirer, or so-called "hunters of God". People say they are allowed to go above the law to accuse and hunt down the violators of the law.

ENCRYPTER SCHOOL

This is an educational institution which engages in the research of Kartia. The Kartia's power is limitless. Therefore, there is a license system for using Kartia. Kartia scholars are strictly under the provision of this legal system. Depending on the license they have, their practice territory and methods are restricted. The Encrypter School regards Kartia a mere material of research. Whereas Pentagram sees it as God's gift and that its use should be strictly regulated. Antagonism between the School and Pentagram is not obvious but then it is not a secret either. However, the production of Kartia is only allowed within the Pentagram. Therefore, the Encrypter School are forced to be cooperative with Pentagram. This situation divided the people in the Encrypter Schools. One group are the extremists who are trying to pursue the freedom of research. The moderates do not want to violate the law on the research of Kartia. An Encrypter, a scholar of Kartia, is considered to be an elite in Rebus. Especially, if he/she has achieved the highest class of license, as they are granted special rights and privileges that the common populace do not have.

KARTIA

Once you understand the meaning of the symbolic letters on the cards called Kartia, and visualize the image in your mind, then the image will turn into a physical object. This is the power of Kartia. In Rebus, people create everything from Kartia: armor, medicine, food, and goods for entertainment, etc. The ability of Kartia is limitless. It can even create more complicated objects by combining certain letters. Although the more complicated the words become the more difficult it is to visualize the image in the mind of the user. It requires a higher degree of technique and concentration to be able to imagine a complex concept in the mind.

The card itself is produced in Pentagram. Then the Encrypter will put the words or letters on it. This is how Kartia is made. There are three different materials to make Kartia. The material will change the effects of the card tremendously. The cheapest Kartia is made from Silk. It can only create basic and simple concepts.

Mithril Kartia is relatively expensive but more commonly used by professionals. The most expensive and rarest material is the World Tree. Since the World Tree Kartia is very powerful, many people want to get the World Tree. Recently Pentagram has set up a system to share the World Tree nursery for an extremely high price.

The letters used on the Kartia is called TEXT. These are not ordinary letters used in Rebus. TEXT is usually found in ancient ruins or buried beneath the ground. There are a lot of sites in the world. That is because whoever finds text is promised to be a millionaire. Sometimes ORIGINALS are also found as well as TEXT in these sites. The legend says this so-called Original Kartia is made by God. The power of an Original Kartia is so strong that it can even create magic that can destroy Rebus.

PHANTOMS

The art of war in Rebus has been changing recently. There are less swords and arrows on the battle field. Phantoms are the main weapon. The user has to imagine the exact image of the Phantom written down on the Kartia, in order to create one. It is said that Phantoms, actually existed in ancient times, the era when the world was called Eden.

Phantoms can be categorized into three different types. Thus, one person can organize and control a group of Phantoms. The battle can be fought by a single person with a dozen Phantoms.

Common, Doll and Shadow are the three different classes of Phantoms. Common is closer to human. It has intelligence and has a high hit ratio. It is especially strong against Doll type. However, Common can be intimidated. Thus, Shadow can beat Common.

Doll is literally a puppet type Phantom. Compared to the other Phantoms, its movement is jerky. However, it is strong against fighting Shadow. Although, it is weak against the intelligent Common type.

Shadow is like a spirit with a shape. Compared to the other Phantoms, it has an eerie appearance that can intimidate enemies. It is a natural enemy to the Common type. However, Shadow is weak in defending against physical attacks, therefore, a Doll can easily beat them.

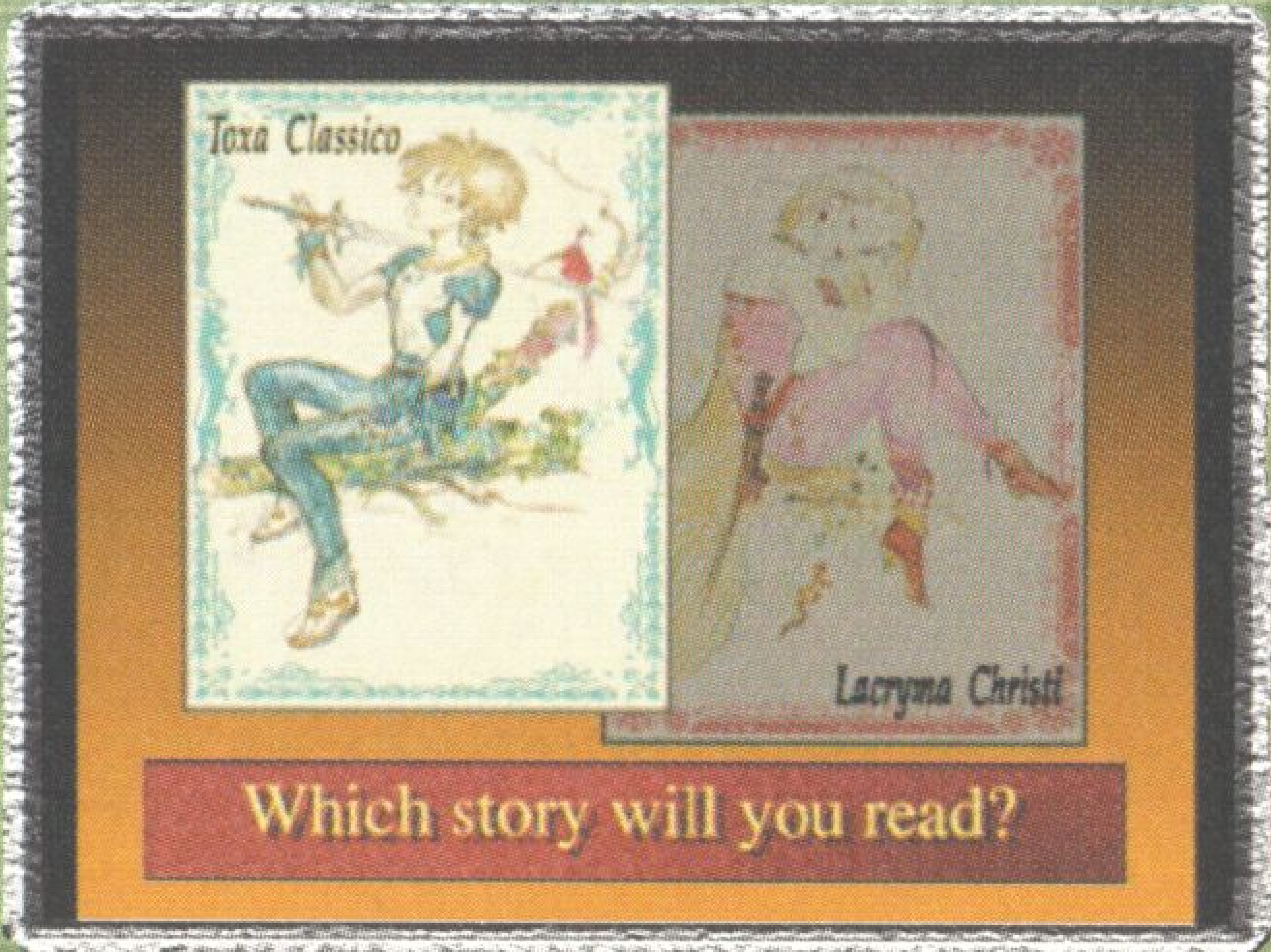
HOW TO BEGIN THE GAME

BEGINNING A NEW GAME

When you begin a game, select "Start" and press the ⊗ button. The game will ask you which main character you want to play. The characters are Toxa (hero) or Lacryma (heroine). Select either one and press the ⊗ button. Each character has a different story.

CONTINUING A GAME

When you want to continue a game from the last game you saved, select "Continue" and press the ⊗ button. Then choose the memory card and press the ⊗ button.

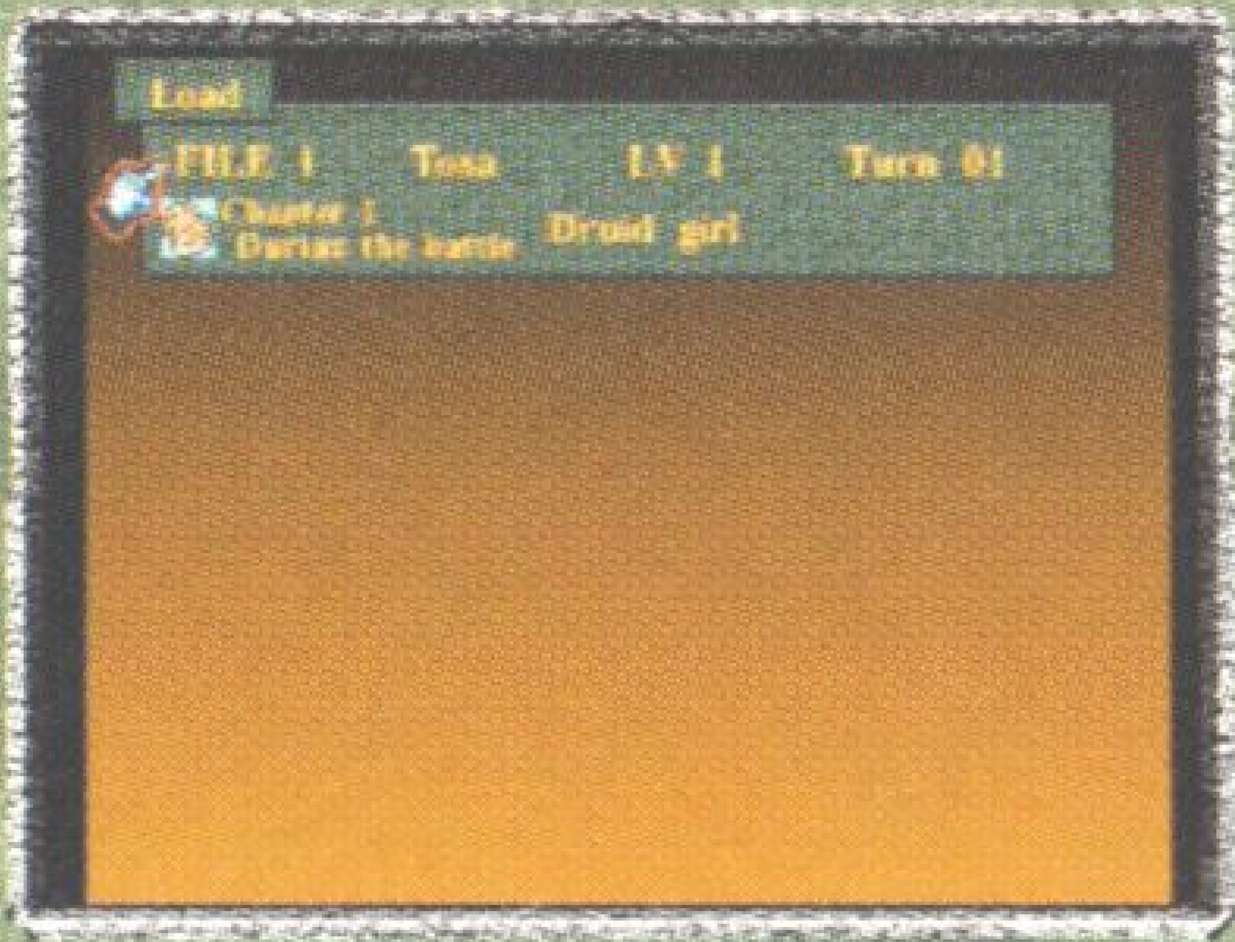


The screen will display the data on the memory card. Select the data you want to load and press the ⊗ button. This will load the data and you can continue your

game. You can also load data during game play.

VS

You can bring in other saved data or play a match with the automatically created character. Select VS and press the ⊗ button. See page 57 for details.



TRAINING

This is a training mode to get used to game play. Select "Training" and press the ⊗ button. See page 29 for details.

ARCHIVES

You can see the events that have happened in the past. Choose the event you want to view and press the ⊗ button.

STEREO

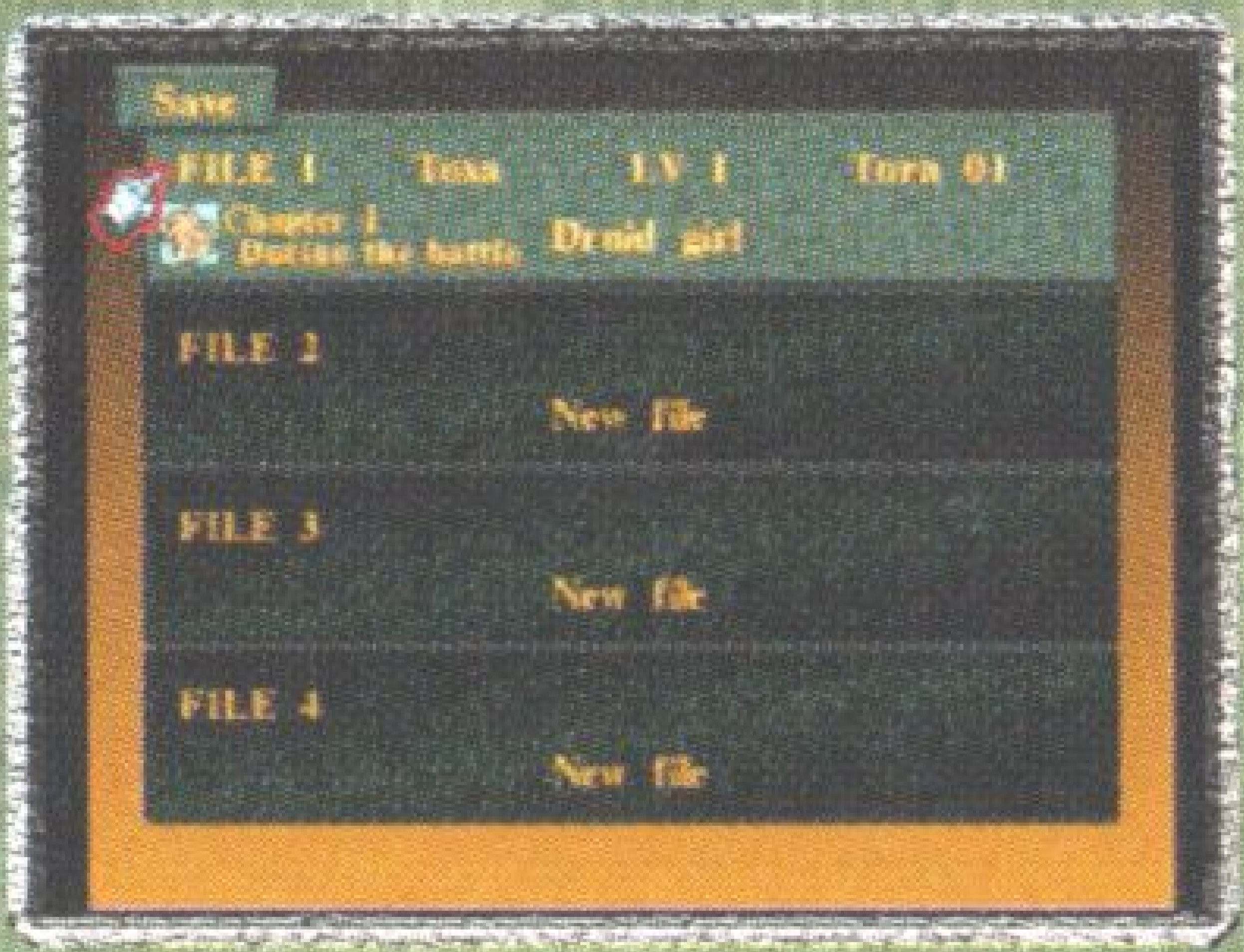
By pressing the ⊗ button, you can switch the sound from Stereo to Mono. (If you use stereo headphones, you can enjoy surround sound in battle)

TRADE

This is a mode which allows you to exchange rare items that you cannot create by using Kartia. Select "Trade" and press the ⊗ button. See page 61 for details.

SAVING THE DATA

You can save the game before any battle, during a battle or at the end of each chapter.
When you select "Save", you will be prompted to select a memory card. Select the slot with a memory card and press the ⊗ button. One memory card can save up to 7 files.
(One file uses 2 blocks)
Next, choose the file and press the ⊗ button. When you choose a file with data, the game will ask you if you want to overwrite the data. If overwriting the data is acceptable, select "Yes" and press ⊗ button.



GAME OVER

Whenever one of your human characters die in battle, the game will end. Always pay close attention to the HP of your human characters.

GAME FLOW

(A CHAPTER)
Once a chapter is over, you will see the screen shown below.
On this screen, you can save/load data or go to the Arena.

On this screen, you will have the following choices:

- **TO THE NEXT CHAPTER** : This will bring you to the next chapter.

- **SAVE:** This will save your current game. See SAVING THE DATA on page 27 to find out how to save your game.

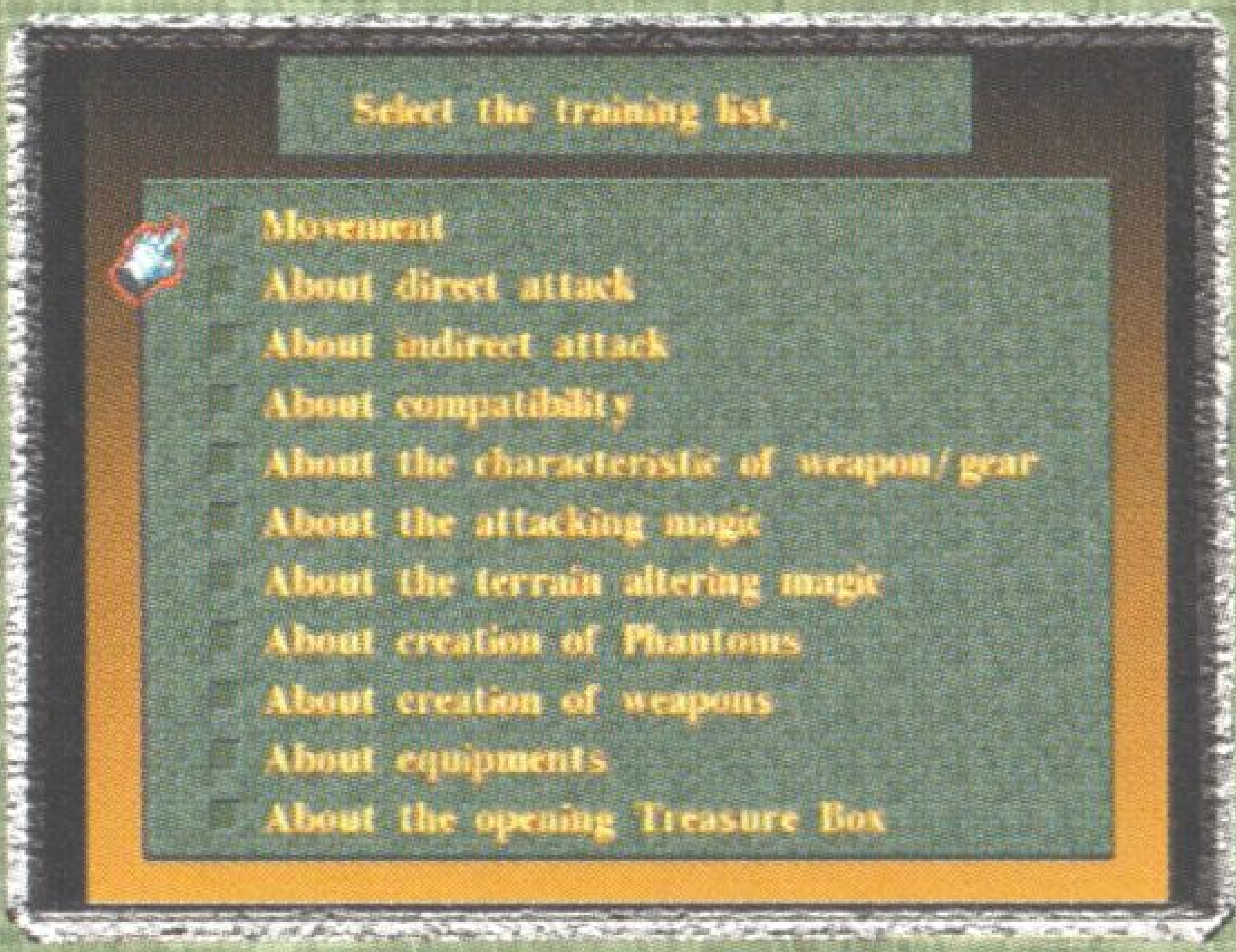
- **LOAD:** This will load your saved data. See CONTINUING A GAME on page 25 to find out how to continue your game.

- **ARCHIVES:** You can see the events that have happened in the past. Choose which event you want to see and press the ⊗ button.

- **ARENA:** This will bring you to the arena. See page 55 for details.

TRAINING

In this mode, you can learn the basic commands of the game. It would be helpful to go through this training mode before starting the game. Select the training you want to go through and press the ⊗ button.



TRAINING LIST

MOVE: Train how to move your characters.

DIRECT ATTACK: Train how to attack a neighboring enemy.

INDIRECT ATTACK: Train how to attack the enemy from a distance.

COMPATIBILITY: To learn the compatibility of Phantoms.

WEAPON AND GEAR: To learn the characteristics of weapons and armor.

MAGIC ATTACK: To learn how to use Kartia to attack the enemy.

ALTERING TERRAIN: To learn how to change the terrain type by using Kartia.

PHANTOM CREATION: Learn how to create Phantoms by using Kartia.

WEAPON CREATION: Learn how to create weapons by using Kartia.

EQUIPMENT: Learn how to equip weapons and armor on your characters.

TREASURE BOX: Learn how to open treasure boxes.

KARTIA SYSTEM

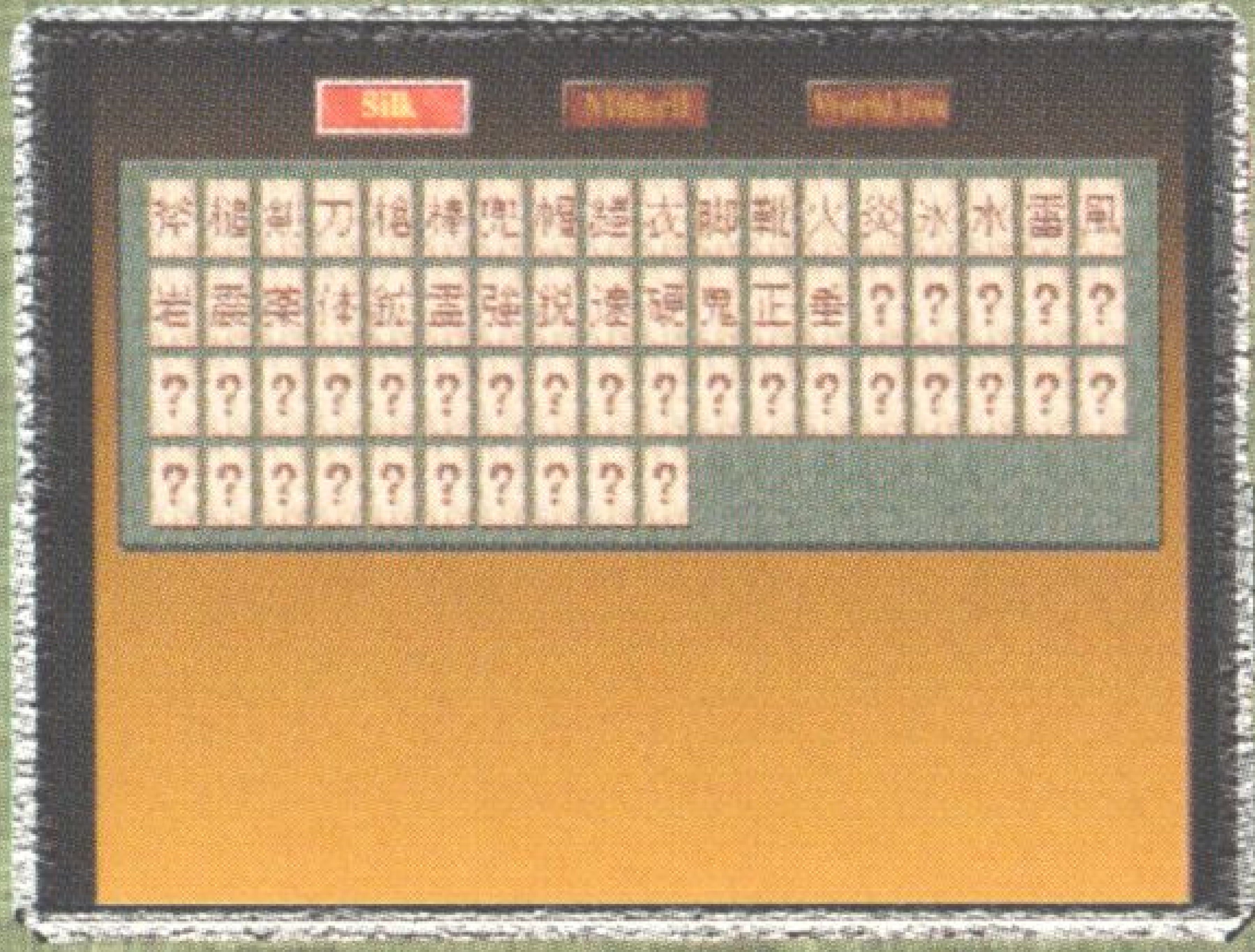
Kartia is a card made from Silk, Mithril or the World Tree. By putting text on the card, you can create magic, weapons, armor, and Phantoms. Kartia made from different materials and different combinations of text will produce different effects.

OBTAINING KARTIA

To use Kartia effectively, you need to collect "Plain Kartia" (a card without text), "Letter Text" (Letters to put on the Kartia), and "Grammar Text" (To find out what combination of letters you can use). These elements can be obtained by killing certain enemies or from opening treasure boxes.

PLAIN KARTIA

This is a blank card without any text written on it. The card is made from Silk (Common material), Mithril (Better material), or the World Tree (Rare material). You can obtain the power of Kartia by putting letters on the Kartia. However, not all letters can be written down on any Kartia. Different restrictions and rules apply to the different materials of Kartia.



LETTER TEXT

This is a book or a part of a book with letters. It also has the explanation of the letters. You can only apply the letters to Kartia which are in the book.

GRAMMAR TEXT

You can randomly combine the letters to obtain different effects of Kartia. But if you want to maximize the potential power of Kartia, you need to learn particular combinations. Grammar Text is a book that can teach you special combinations.
(NOTE: There are other combinations which are not in any Grammar Text Book. Play around with the letters and find your own special combinations)

USING PLAIN KARTIA

Once you use a Kartia, it will disappear. It is better to save extra Kartia in stock.

MAIN-KARTIA AND SUB-KARTIA

Some Kartia need more than one to activate its power. This depends on what letter you wrote on the Kartia. Because some letters need other letters to make it into a word. For example, "剣" has the meaning of the noun "sword". This single letter symbolizes a concrete object. So the letter with the Kartia can immediately be used. But a letter like "強" means "strong". It has the function of an adjective. The word itself does not represent a solid object or action. The Kartia you can use singularly is called "Main Kartia". The latter type of Kartia is called "Sub-Kartia".

RESTRICTIONS

* Only Human characters can use Kartia. Phantoms cannot use Kartia.
* Kartia with the same letter can only be used one at a time.
* You can use up to 5 Kartia at once (including Main Kartia). However, you don't own 5 Kartia in the beginning of the game. You can collect the Kartia as you go through the game.
* The number of Kartia you need to create magic or Phantoms differs depending on the character. The number of Kartia needed to create a weapon is equivalent to the maximum number of Kartia the user is capable of using.

HOW TO USE KARTIA

There are three ways to use Kartia: "Weapon Creation", "Phantom Creation", or "Magic". Select one from the three on the list. Then select the Grammar and select "Ok". If you select "Mix", you can combine the letters. You can cancel the selection by pressing the △ button. Once you have finished combining the letters, select "Ok" and press the ✕ button. (NOTE: You cannot cancel the Main Kartia on the Mix Screen. If there is still room to input letters in the window, you can move the cursor to "Ok" and press the ✕ button.)

MAIN KARTIA

There are several kinds of Main Kartia:

1) WEAPON: Main Kartia used to create weapons.
Sword class - (Sword) (Katana)
Spear class - (Spear) (Rod)
Axe class - (Axe) (Hammer)

2) MAGIC: Main Kartia used to launch magic.
Fire class - (Fire) (Flame)
Water class - (Ice) (Water)
Wind class - (Thunder) (Wind)
Earth class - (Rock) (Quake)
Medicine class - (Medicine)

3) GEAR: Main Kartia used to create protective gear.
Helmet class - (Helmet) (Cap)
Armor class - (Armor) (Robe)
Leg class - (Boots) (Shoes)

4) PHANTOM: Main Kartia used to create Phantoms.
Common class - (Body)
Doll class - (Metal)
Shadow class - (Spirit)

GRAMMAR TEXT

There are five categories of Grammar Text: "BASIC GRAMMAR", "BEGINNER", "INTERMEDIATE", "ADVANCED", AND "UNLIMITED". You will have "BASIC GRAMMAR" when you start the game.

BATTLE

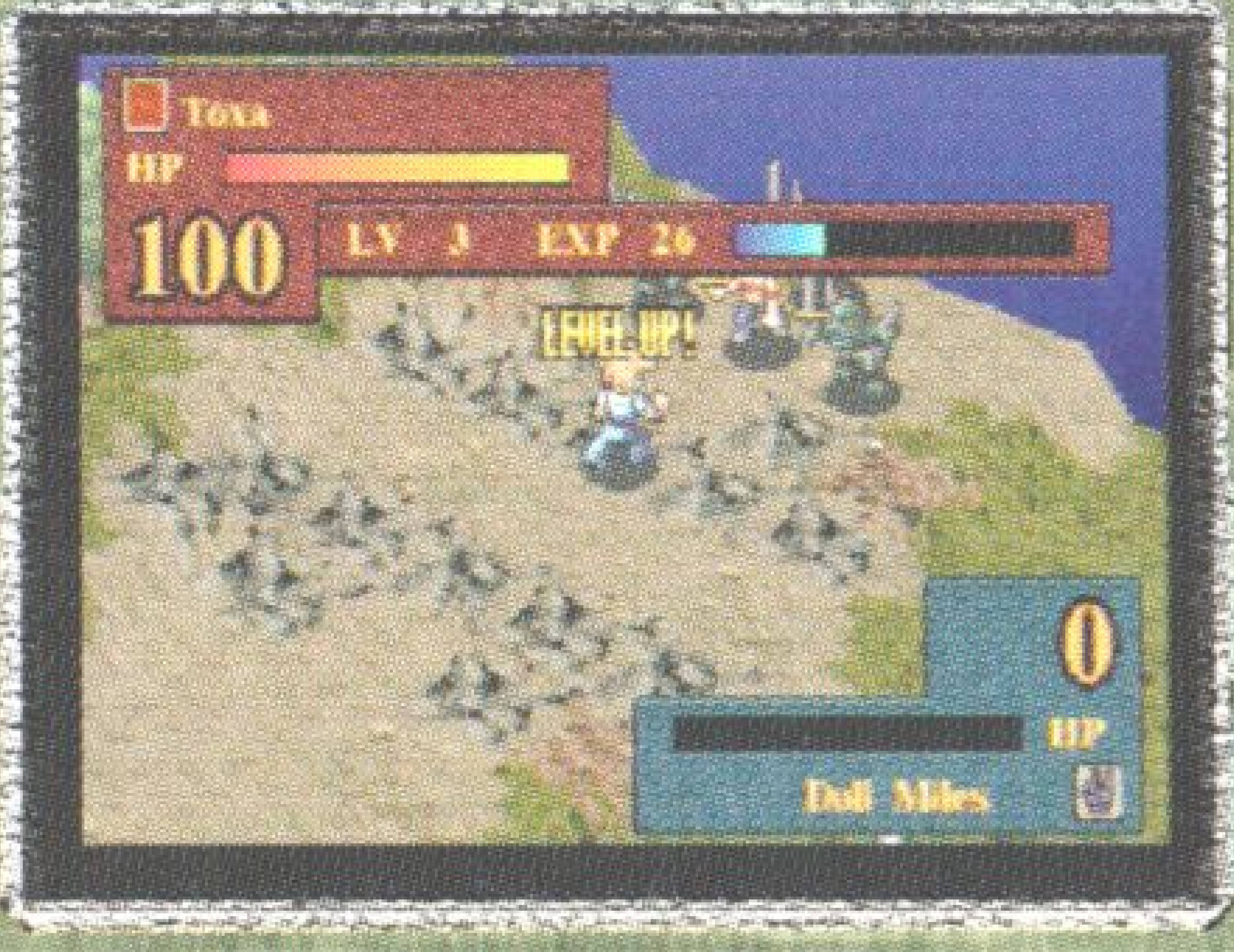
When you finish the first half of the story in a chapter, the battle will begin. The battle will proceed with the player phase and then the enemy phase. This will go on until you meet the Victory Condition indicated at the beginning of the battle.

VICTORY CONDITION

The condition to clear the battle will be shown on the screen when you start the battle. There are various kinds of conditions. But the purpose of the battle is not only meeting the condition. You can also use this as an opportunity to raise your characters' levels or find hidden items.

EXPERIENCE POINTS AND LEVELING UP

Each time your character successfully attacks the enemy, he/she will gain Experience points. When the character gains a certain amount of Experience points, he/she will level up. (The maximum level a character can achieve is 20)



HP

When a character receives damage, their HP level will go down. If their HP level goes down to 0, the character will die. Also, a low HP level will reduce their power of attack. Whenever your character's HP level is low, heal them by using magic.

GETTING ITEMS

When you kill certain enemies or open treasure boxes, you will get various kinds of items. Sometimes you can find hidden items by altering the terrain type or destroying certain objects.

TO OPEN A TREASURE BOX

When you find a treasure box during the battle, move next to it. You can open the box by using the "Open" command.

BATTLE SCREEN

A Battle screen looks like the following:

1. Current turn
2. Cursor
3. Topography of where cursor is placed
4. Topography change
5. Equipment
6. Character name
7. HP
8. Height indicator

1. Class symbol — Common/Doll/Shadow
2. Weapon icon
3. Head gear icon
4. Armor icon
5. Foot gear icon

The equipped part will be highlighted.

When you attack, you will have the following window:

1. Level
2. HP/HP meter
3. Experience point / Experience meter
4. Character name
5. Weapon icon
6. Head gear icon
7. Armor icon
8. Foot gear icon
9. Hit target ratio
10. Power of attack
11. Item which enemy owns

The following window will be indicated during the battle:

1. Class symbol
2. Character's name
3. HP meter
4. HP points
5. Experience points
6. Experience meter

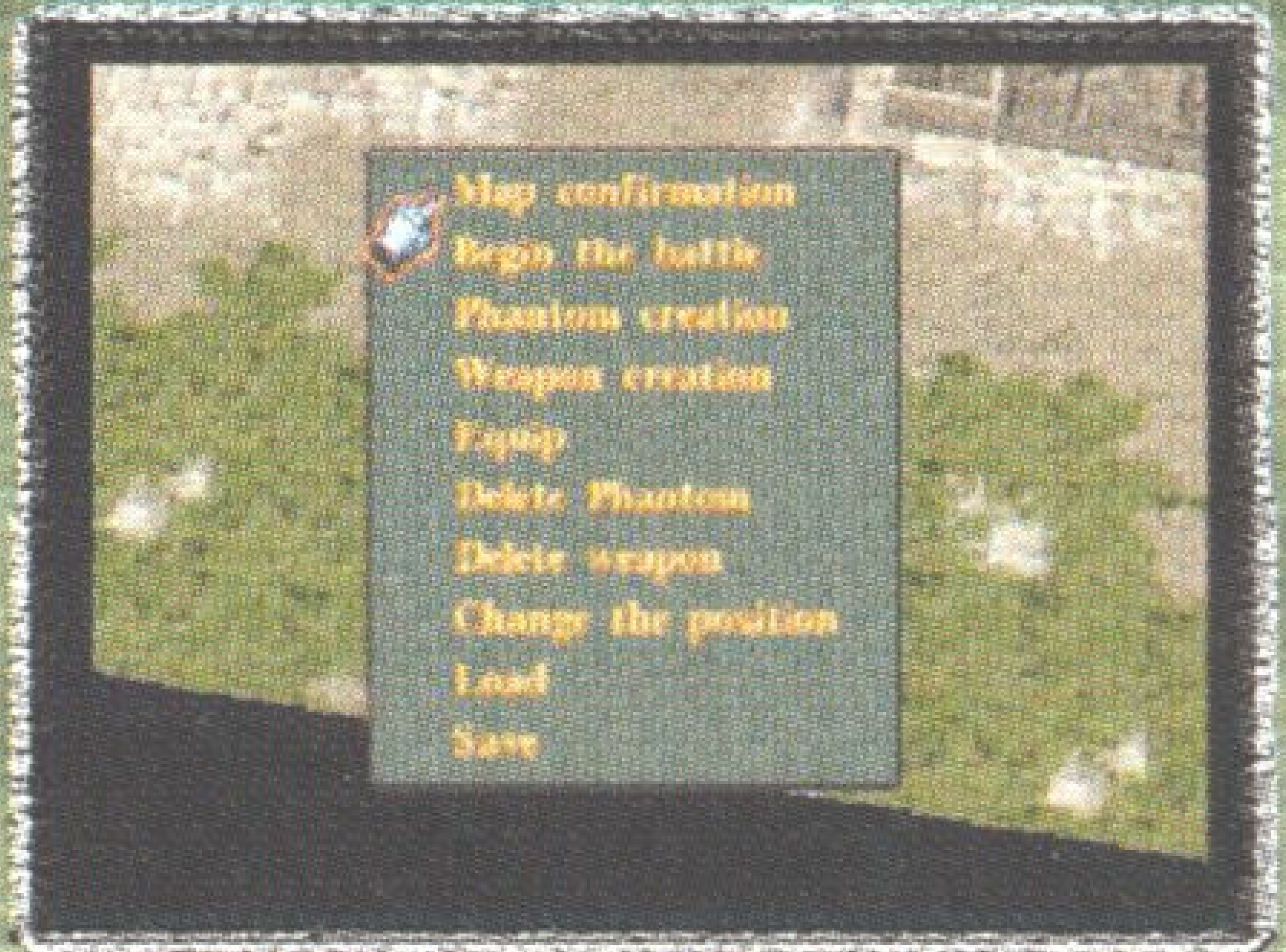
When you place the cursor on a character and press ◎ button, you will get the following Status Screen:

1. Character name
2. Movement type : indicates the ethnicity of the character and the type of movement.
3. HP
4. Experience points
5. Compatibility: This will show you the Compatibility with the enemy you fight. From the top: Common, Doll, and Shadow. The higher the numbers are the bigger the damage you can give.
6. Range: This will show the target distance on an attacking the enemy. Character graphic : if the character is a Phantom, it will show the class icon and the rank (1-15).
7. Character graphic
8. Level
9. Attack : The power of a character's attack.
10. Hit ratio: the character's hit target ratio.
11. Defense: The character's defense power.
12. Speed: The character's speed. This affects a character's ability to avoid attacks.
13. Magic defense: A defense power for each category of magic.
14. Equipment rank: The ranking of the current available weapon and gear to equip.
15. Current equipment: Current equipment. From the top: weapon, head gear, armor, and foot gear.
16. The Maximum number of combining Kartia (Human characters only): This shows how many Kartia you can currently combine.

BATTLE COMMANDS (PRE-BATTLE)

MAP CONFIRMATION

Use this command to check out the Battlefield before you start the battle.



Before going into battle, you will see the following commands. Use this opportunity to prepare for battle by creating Phantoms or weapons. Once you are ready to begin battle, select "Begin the Battle" and press the ⊗ button. The battle will begin. Move the cursor using the directional buttons to see your current position on the map.

PHANTOM CREATION

To create a new Phantom on the current map. Use the directional buttons to select the class of Phantom you would like to create. Then select the kind of Phantom you want to create and press the ⊗ button. The computer will confirm your selection. If you are satisfied with your selection, choose "Ok" and press the ⊗ button.

After the selection, the map screen will be displayed. Move the cursor and choose the area you want to position your Phantom and press the ⊗

button. The maximum number of Phantoms you can create are 6 per human character. For further details regarding Kartia combination, see page 31.

WEAPON CREATION

To create weapons. First, select a weapon or gear you want to create by using the directional button (right/left) and press ⊗ button. This will bring up the available weapon/gear list. Choose one that you would like to create and press the ⊗ button. The created weapon/gear will be stocked as one of your items. See HOW TO USE KARTIA BY CREATION COMMAND for Kartia use on page 42.

EQUIP

To equip weapons and armor. Select what type of gear you want to equip and press the ⊗ button. Secondly, choose the item and press the ⊗ button. When you select "Auto equip" and press the ⊗ button, this will automatically select the best items on the list and equip the character with those items. When you press the □ button, it will indicate the equipment option. Select the list and press the ⊗ button. Then choose the option you like and press the ⊗ button. If you want to categorize the list, press the ○ button for "Change the

Order", select your favorite order and press the ⊗ button. Once you choose the order of the list, press the △ button 3 times to return to Battle Commands (Pre battle).

DELETE PHANTOM

To delete a Phantom on the current map. Highlight the Phantom you want to erase with the cursor and press the ⊗ button. The computer will confirm your decision. If you are satisfied with your decision, select "Yes" and press the ⊗ button. **When you delete a Phantom at Level 20, it will change into an item.**

DELETE WEAPON

To delete any weapons you have. Select the weapon icon you want to discard and press the ⊗ button. Choose the weapon/gear you want to get rid of and press the ⊗ button. The computer will ask you how many weapons you want to delete. Use the directional button (up/down) to specify the number and press the ⊗ button.

CHANGE THE POSITION

To change a character's position on the map. The area highlighted in blue is the area where you are capable of moving to. Select the character you want

to move by using the cursor and press the ⊗ button. Then select the destination and press the ⊗ button again. If there is already another character on that location, the character will switch positions.

LOAD

To load data from the memory card. Choose the slot with a memory card in it and select the data you want to load. Then press the ⊗ button.

SAVE

To save the current status. Choose the slot with a memory card in it and select the file you want to save and press the ⊗ button. If you select a file with data already on it, the computer will ask you if it is okay to overwrite the data. When you are satisfied with your choice, choose "Yes" then press the ⊗ button. Once the data is overwritten, the previous data in the file will be deleted.

HOW TO USE KARTIA BY CREATION COMMAND

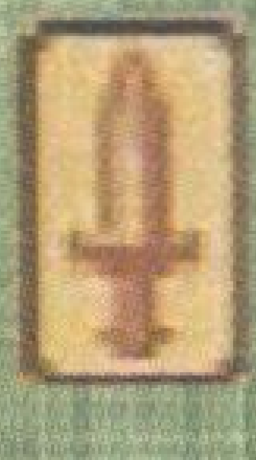
When you are using Main Kartia with a letter only, select the letter, choose "Ok", and press the ⊗ button.

When you are combining words, first get the Main Kartia. Next, choose "Mix" and press ⊗ button. Choose the letter you want to combine with (Sub Kartia) and press the ⊗ button. Once you are finished combining the letter, choose "Ok' and press the ⊗ button.

BATTLE COMMANDS (DURING)

COMMANDS AFTER MOVING

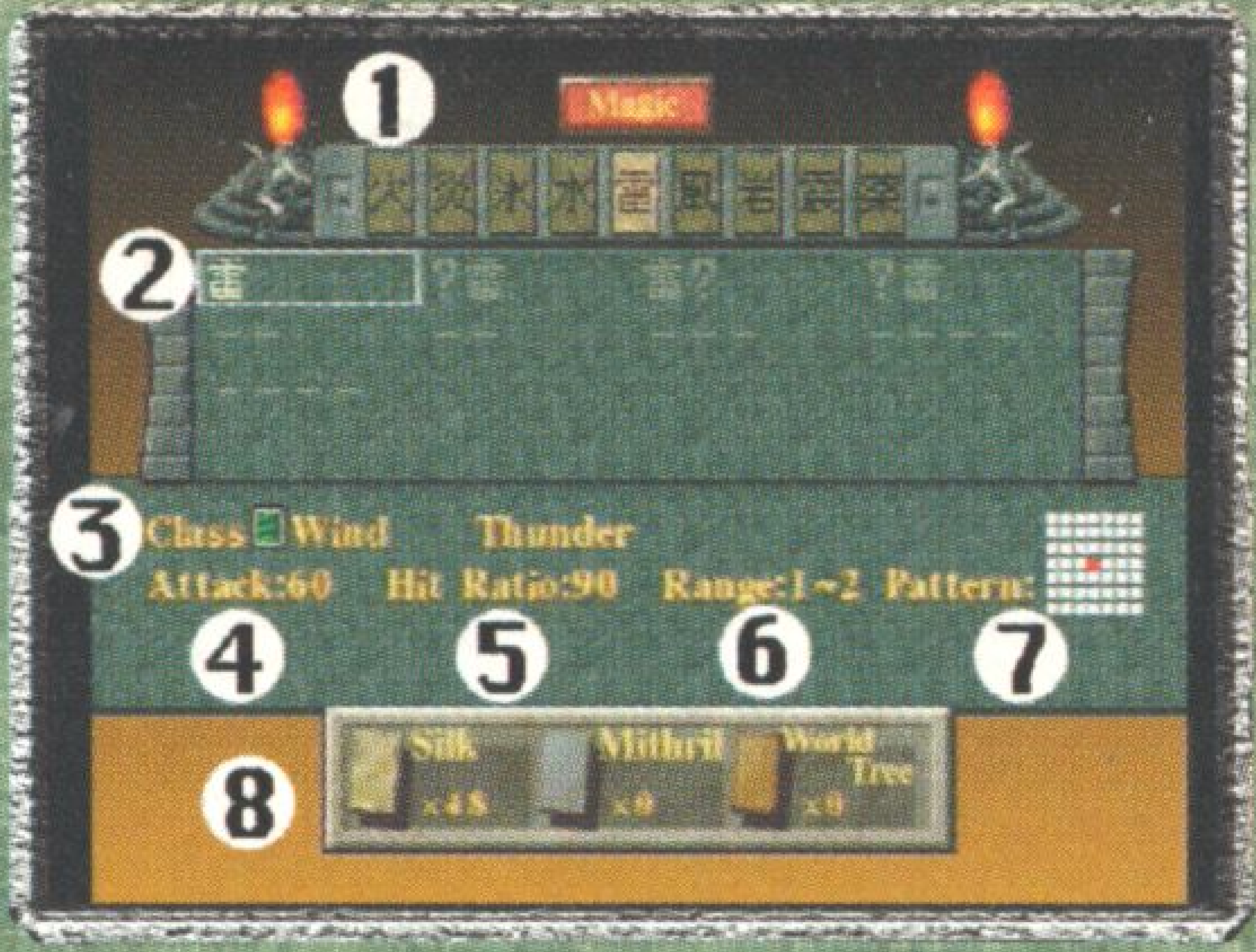
When you place the cursor on a character, the terrain will be highlighted in blue indicating the area where you can move the character. Put the cursor on the place you want to go (Has to be within the blue area) and press the ⊗ button. Your character will move to the place where you placed the cursor. After moving the character, you will see the following commands:



ATTACK: To attack the enemy with a weapon. Once you select this command, the terrain will be highlighted in red. This area is the area you can attack. Move the cursor to choose the target of your attack and press the ⊗ button. If you are going to attack a neighboring enemy, note that he/she will attack back. (There will be no counter-attack when you attack a distant enemy).

MAGIC: To attack the enemy with magic or to alter the terrain. First, you will select what category of magic you want to use and choose the specific type of magic.

1. Categories of magic
2. Currently available grammar
3. Type of magic and the name of magic
4. Attack Power
5. Hit ratio
6. Range
7. Magic effective range
8. Numbers of remaining Kartia you carry. (Silk/Mithril/the World Tree)



PHANTOM CREATION: To create a Phantom. The method of creating a Phantom is the same as you read previously in Battle Commands (Pre-Battle). One difference is the Phantoms you create during the battle can only be placed next to the creator. You cannot select the position. The Phantom will be able to move on the next turn.

EQUIPMENT: To change the equipped weapon. The method is the same as you read previously in Battle Commands (Pre-Battle). After the change, you can input the different command.

WAIT: To wait or take no action after moving.

OPEN: This command will only come up when there is a treasure box next to you. Select the box you are going to open and press the × button.

EXTERNAL COMMANDS

When you press the "SELECT" button, you will get the following commands:

WEAPON CREATION: To create a weapon. The method is the same as you read on page 40 in Battle Commands (Pre-Battle).

WEAPON LIST: To show the total list of weapons you carry. When you choose the weapon category icon, it will show the total number of each weapon you possess, the total number of weapons and number of weapons that are equipped. When you have many weapons which cannot be displayed on screen, the list will scroll up/down.
(NOTE: The list will scroll up by pressing L1 button.)
(When you press the ○ button, you can change the order of the items. Select the new order you like and press the ⊗ button.)

LETTER TEXT: To see the list of text you carry. Choose what Kartia's letter text you want to see and press the ⊗ button. Then move the cursor on the letter. When the lower row of the letter is highlighted, that means you have come upon a letter you can combine with.

GRAMMAR TEXT: To see the list of grammar text you possess. Choose what Kartia's grammar text you want to see and press the ⊗ button, then choose what category and class you want. During the process, you will see the characteristics of different category/class Grammar text in the message window.
Once you decide the category/class and press the ⊗ button, it will show the available category/class of grammar. Use the directional button to select which one. You can see the characteristics of the selected grammar in the message window.
Whenever you see a question mark (?) next to the grammar text, that means you have the grammar text but you don't have an available letter text to combine it with.

UNIT LIST: To see all characters in a current unit. By pressing the ◎ button, you can see the status of the character. When pressing the ⊗ button, the cursor will move to the appointed character on the map.

SAVE: To save the current data. The method is the same as you read on page 42. Battle commands (Pre-Battle).

LOAD: To load the saved data. The method is the same as you read on page 42 in Battle Commands (Pre-Battle).

RETRY: To restart from the beginning of the chapter you are in. (The Unit's data will go back to post-cleared battle in the end of the former chapter)

CONFIG: To change the settings as shown on the following list. Use the cursor and press the X button to select the list. To make the change, press left or right on the directional buttons.

1. - Turn number indication: ON/OFF
2. - The ground level indication: ON/OFF
3. - Terrain name: ON/OFF
4. - Terrain alteration: ON/OFF (You can take off the notice of how terrain changed)
5. - HP meter: ON/OFF (The meter can go on/off of the character on the map)
6. - Battle scene: ON/OFF (Character's action in the battle scene can be on/off)
7. - Character movement: REAL/FAST (You can make your character's movement fast)

8. - Sound: STEREO/MONO
9 - Background music: ON/OFF
10 - Sound effects: ON/OFF
11 - Help message: ON/OFF
12 - Point of view: TOP/QUARTER

NOTE: You can plug in a Stereo headset before the game. Then you can enjoy the surround sound in battle.

PHASE CHANGE: To finish your turn and switch over to the enemy's turn. The computer will give you a confirmation window. If you are still satisfied with your decision, choose "Yes" and press the ⊗ button.

When the battle ends, you can get a plain Kartia or text as a Clear Bonus. The items you can obtain will change depending on how you fought.

BATTLE MAP

TERRAIN

There are various kinds of terrain on the battlefield. Different types of terrain will alter your range of movement. Before you make any moves, check the type of terrain. Note that you can change the terrain type by using magic.

GRASS: An ordinary terrain. You can move normally.

TREE: You can burn trees down by using Fire magic and change it to a plain.

RECOVER: Stay here and when your next turn comes around, your HP will recover.

WATER: It is an area where it is hard to move. But you can change the area into ice by magic to make it easier to move on.

THE GROUND LEVEL AND THE EFFECT ON DEFENSE

The terrain type also affects your defense. Better to position your character where their defense power will be high. When the ground level is different, depending on where the enemy is located (higher ground or lower ground) the effect of certain weapons will also change.

TURNING THE MAP

The view of some characters or treasure boxes may be obstructed by obstacles or terrain. To get a clear view, you can pivot the map by pressing the L1 or R1 button.

NOTE: You can also change the perspective from which you view the battlefield in the "Config" menu in the External Comands. Go to Point of View and you can select from a top down or quarter view.

HIDDEN ITEMS

Items can be obtained from a treasure box or by killing certain enemies. There are also hidden items in the terrain. The hidden items can be obtained by altering the terrain type. Whenever you come across terrain where you think something is hidden, use various kinds of magic to find them.

PHANTOMS

Phantoms are characters you create by using Kartia. There are Common (Body), Doll (Metal), and Shadow (Spirit) class. By combining a different number of Kartia and using different kinds of Kartia, you can get various types of Phantoms. In battle, it would be wise to use these Phantoms for direct attacks and human characters for magic attacks.

CREATION OF PHANTOMS

You can create the Phantoms either before the battle or during the battle. When you create a Phantom before the battle, you can position them wherever you like. When you create a Phantom during the battle, the Phantom can only be positioned next to the character who created it. The number of Phantoms you can put on the map is limited.

LEVEL UP

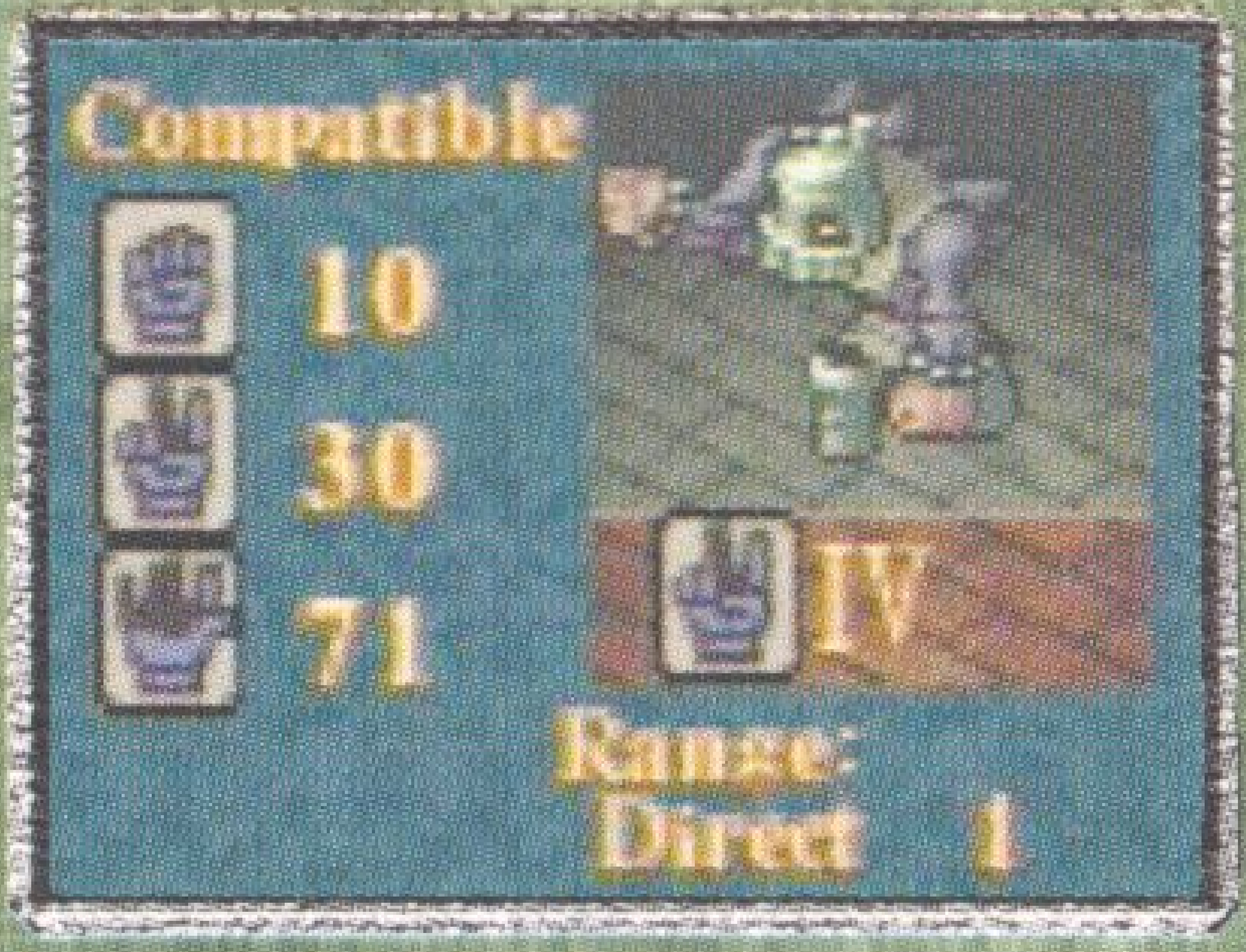
Phantoms can move, be equipped, and attack like human characters. But they cannot use magic. Its experience points can be gained through fighting and it can level up when it has gained a certain number of points.

KEEPING PHANTOMS

If a Phantom you created survives after the battle, it will automatically participate in the next battle. If you want to create a new one but there

are too many Phantoms, you have to delete one of the Phantoms by using the "Delete Phantom" command.

COMPATIBILITY



There are three classes of Phantoms and they all have a Janken style relationship (it's a universal children's game "Rock, scissors, paper"). They have priority over each other in the order of Common, Doll, Shadow. It is wise to create a Phantom type which is stronger than an enemy Phantom type.

HINTS OF BATTLE

The following are the hints which may help you fight effectively.

HINT #1. Understand the properties of weapons and armor.
There are "sword/katana" class, "axe/hammer" class, and "spear/rod" class for weapons. Any weapon can give damage but you can give the enemy extra damage by using it in the right conditions: The sword/katana weapons are best used to attack the enemy on the same level, the axe/hammer class weapons are good for attacking an enemy below you, the spear/club are for attacking enemies above you.
As for armor, the "armor/robe" class has the best resistance from attacks on the same level of attack, the "helmet/cap" class are best against attacks from above, and "leg/shoe" armor are effective against attacks from below.
It is always wise to check what position your characters are at and decide what your next move and attack will be. Note that you can use magic to change the terrain, create a short cut, and change the ground level.

HINT # 2. Understanding Magic properties
There are four different classes of attack magic: Fire/flame class, ice/water class, thunder/wind class, rock/quake class. Each character has a defense mechanism against these attacks. When you use magic, check what magic the enemy is weak against. Note that there are special magics which will give special damage toward certain characters.

HINT # 3. Get the item
The item you get during the battle can be used in a later battle. Whenever you find treasure boxes, it is recommended to open all the boxes. Also try to find the hidden items as much as possible.

HINT # 4. Become good at using Phantoms
Phantoms are mainly used for direct attacks of enemies. Once the battle begins, check what kind of Phantoms the enemy are using. Then create Phantoms which have good properties with the enemy and position your Phantoms in the right places. Also, it is better to put Phantoms close to your human characters in case the enemy decides to attack your human characters.

HINT # 5. Always attack first
It is always beneficial to initiate an attack. Better to keep a certain distance from an enemy to keep them from attacking you. The impact of a direct attack has a lot to do with HP. If the HP point is low, your direct attack power will be weak.

HINT # 6. Give armor to human characters first
The game will be over whenever a human character gets killed. It is best to give the armor to human characters and have Phantoms protect him/her.

HINT # 7. Use indirect attacks and kill the enemy human characters first.
The benefit of an indirect attack is the enemy cannot retaliate immediately. Whenever you see an enemy attack you from a distance, kill those enemies first. The human enemy characters have a high possibility of using Kartia magic. So, it would be wise to take care of them as soon as possible.

Arena

After finishing a chapter, you will have the option of going to the "Arena". You can obtain items by participating in a match and winning. However, you will not gain nor lose any experience points in the match.

In this mode, your hero/heroine character will fight against Phantoms which have been randomly selected by the computer. You can use Kartia but you cannot create Phantoms in Arena mode.

There will be no preparation for battle in this mode. You will immediately start the match. The battle rules are basically the same as the battles in the real game but there will be no creation command or save function during the battle.

END OF ARENA

When you completely wipe out your opponents, you will be given a victory screen. If your hero/heroine loses the battle, you will get a defeat screen. As far as a defeat in the arena, nothing will affect your data in the main story. Even if you are victorious, the Kartia used in the arena will not change the stock you have in the main story data. On the victory screen, it will show the list of items you acquired in the arena. These items will be added to your inventory in the main story.

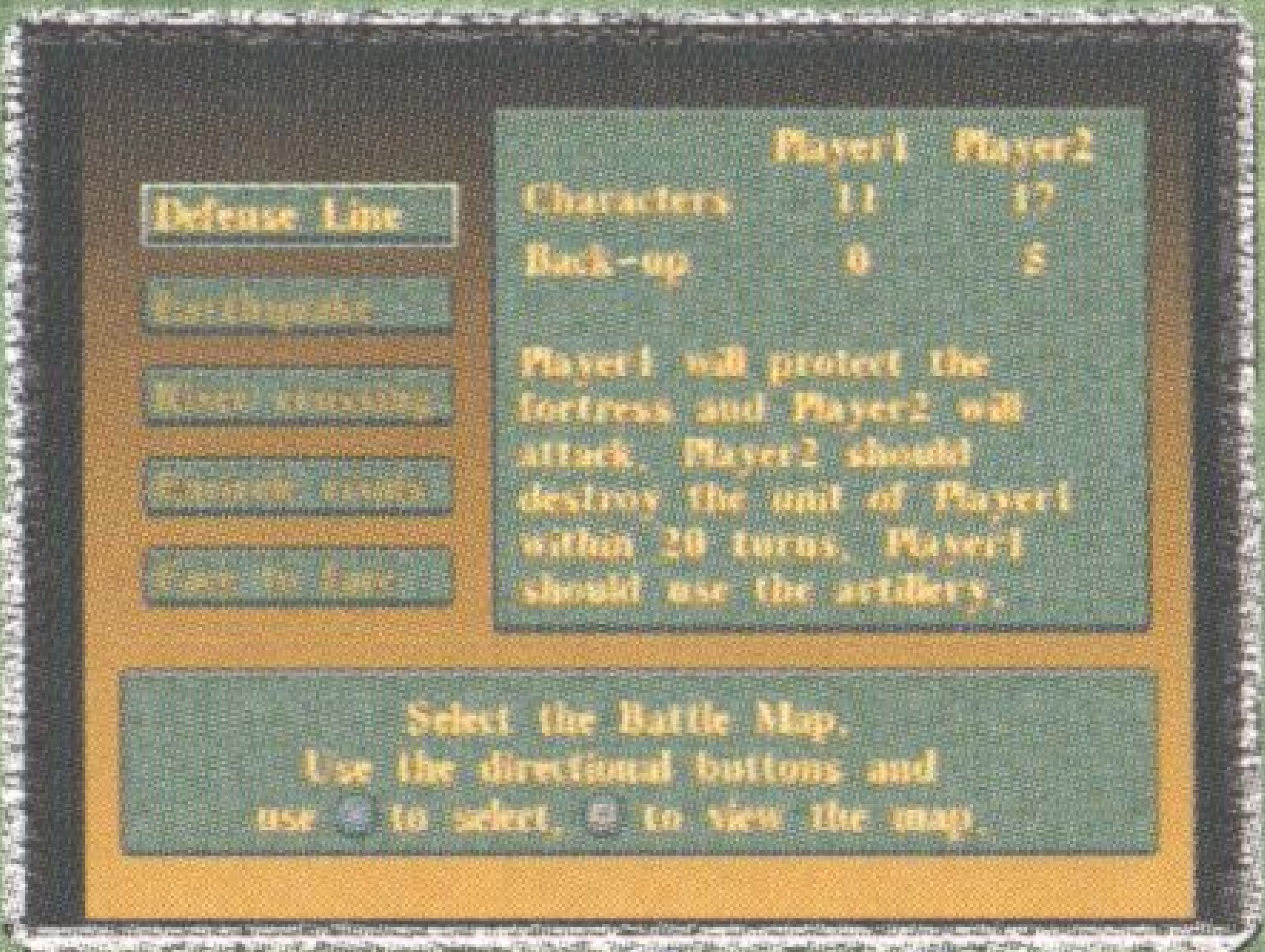
VS

Two players can bring in their own data and have a two player battle game.

PREPARATION FOR THE BATTLE

When you are starting the game from your saved data, insert the memory card in the slot before you start up the PlayStation.
When you are using two memory cards, put each memory card into each slot. If you are using two controllers, plug both controllers in before starting the game. On the Title screen, choose "VS" and press the ⊗ button. This will take you to the VS mode.

SELECTING THE MAP



You have to choose what map you are fighting on. There are 5 options. Choose the one you like and press the ⊗ button. If you press the ▢ button, you can see the default position and the map. In the map mode, you can move the camera with the directional button to see the entire view of the map.

5 DIFFERENT MAP MODES

Defense Line

1P (player 1) is protecting the fort. 2P will attack the fort. 2P has to attack 1P within 20 turns. The two cannon fort that 1P starts off with will be the key to success.

Earthquakes

There are many uprising and cave-ins forming a labyrinth. Whoever uses "quake" magic wisely will determine who is victorious. 1P has less characters but starts off in a good position. If 1P can stay alive up to 20 turns, it will be 1P's victory.

River Crossing

2P will need to move the troops to get to the only dry land on the map. Players only have 10 turns and the level of strength is about the same. But 2P's characters are prepared for the water battle. And geographically, 2P is in the better position.

Encircle Rivals

If 1P can protect the two Encrypter's lives for 15 turns, 1P will be victorious. Both Encrypters are in the center of the map. 1P is surrounded by 2P. However, the situation is in favor of 1P.

Face to Face

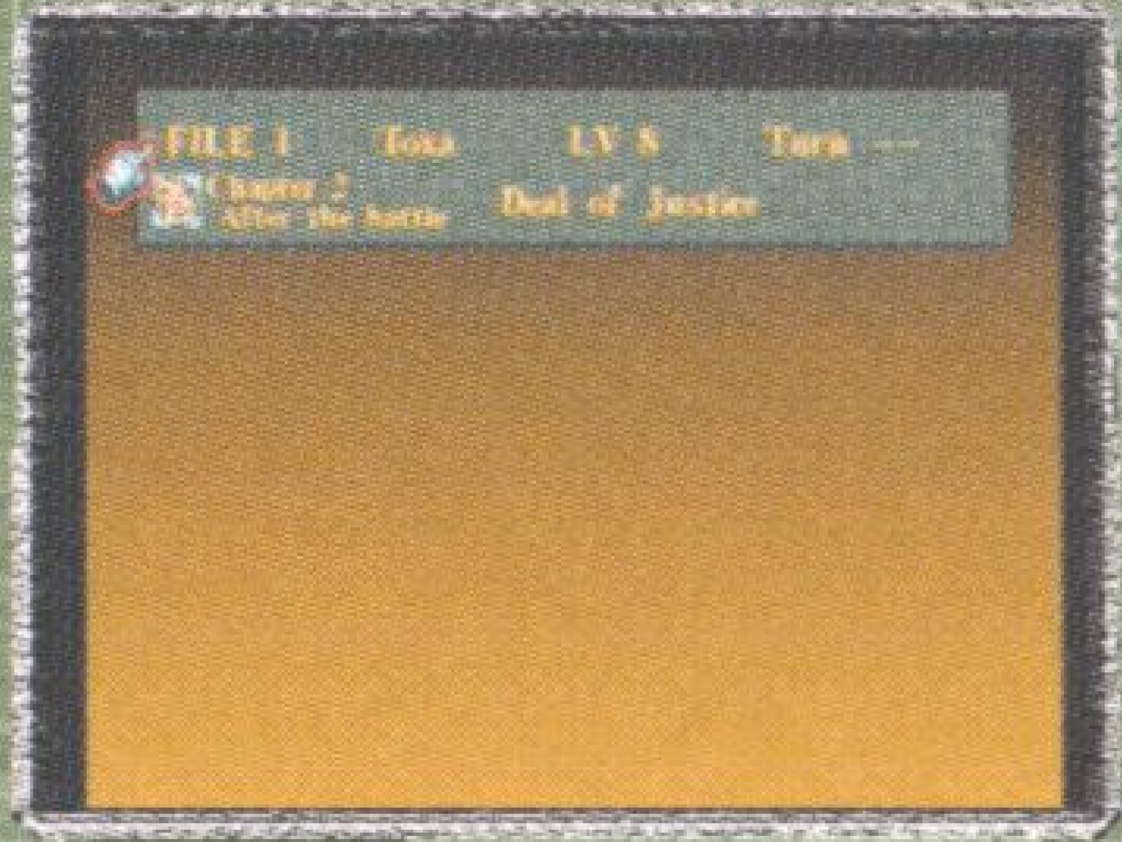
The Enemy and your colleagues are intermingled on the battlefield.

Whoever destroys the entire enemy army will be victorious. But if the battle is not settled after 20 turns, then victory will go to 2P.

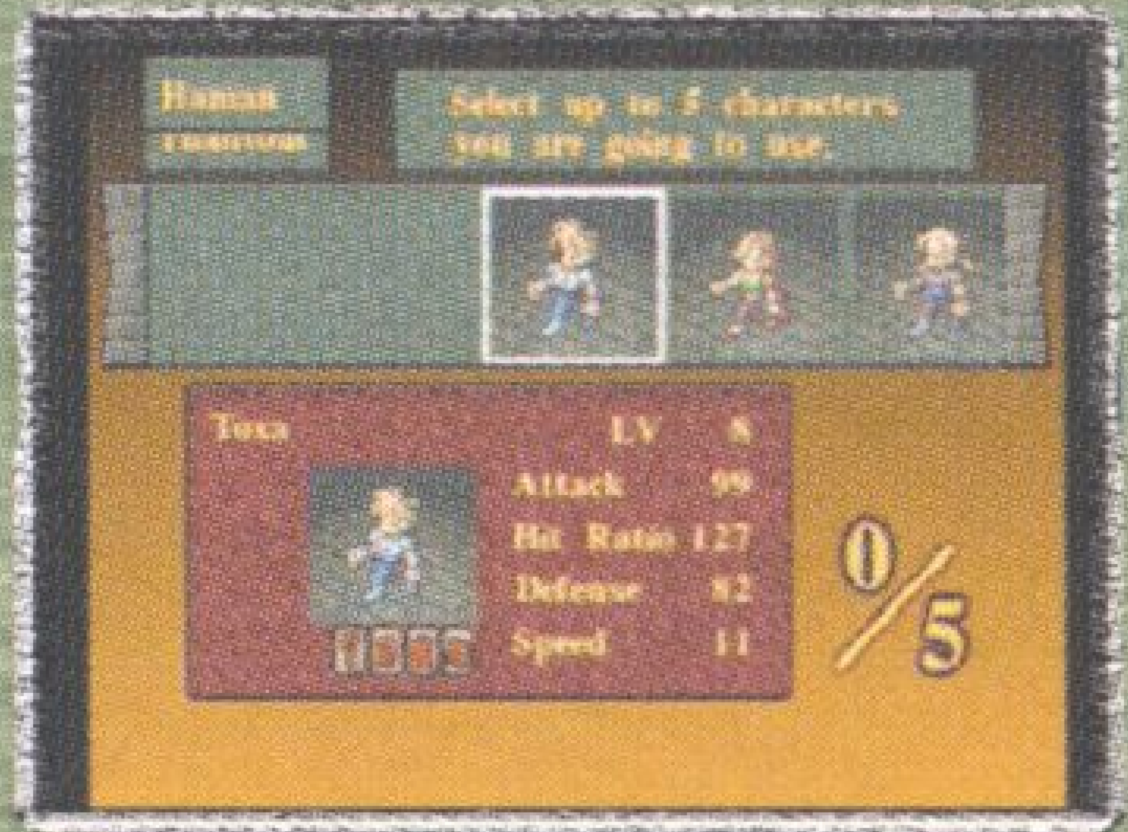
CHOOSING CHARACTERS

The following process will be done in the order of 1P and 2P:

Decide whether you are going to use the data in the memory card or not. If you are going to use the data, select "Yes" and press the ⊗ button. If you are not using the data, you will use the default characters.



Next, select which memory card you are using and select what data you want to use. Once you select, press the ⊗ button.



Then you will get the list of characters on the data. Select the character you are going to use and press the ⊗ button. You can select up to 5 characters. When you finish choosing your characters, the computer will confirm your choice. Choose "Yes" if you are satisfied with your choice and press the ⊗ button.

When 1P finishes, then 2P will begin the same procedures.

HANDICAP

Once both 1P and 2P finish their settings then you will set the handicap. Use the directional button(right/left) to choose and press the ✕ button. The more Kartia you select, the higher your character's level will be.

THE BATTLE BEGINS

When the above settings are done, you can start the battle. You will not have a preparation mode. You will immediately begin the battle.

FINISHING THE BATTLE

The screen will show you the winner. If you press any button, it will bring you back to the title screen. All the saved data you got in this battle match will not affect your experience points and HP data in the main story data.

TRADE

This is the mode to trade rare items. 1P and 2P must have rare items in their saved data to be able to participate in the trade.

Select "Trade" from the Title screen and press the ⊗ button. Then you will enter Trade mode.

SELECT THE DATA

Player 1 will select the data. Insert the memory card in the slot and choose the data, and press the ⊗ button.

SELECT THE ITEM TO TRADE

Player 1 will choose the item for trading from the item list. After selecting, press the ⊗ button. Player 2 will follow the same procedure. The number of items which can be traded is one per trade.

Then the screen will show the trade contents. If both players are satisfied with it, select "Yes" and press the ⊗ button. When both players do not agree press the "△" button, then it will go back to the memory selection screen.

REFERENCE

MAGIC

This is a magic created by Kartia. Once you learn how to create it, victory will be yours..

FIRE MAGIC : Not only produces a strong fire, but it can burn obstacles too.
(Fierce Fire)
Attack power : 72
Hit target ratio : 90
Target range : 1-2 Kartia : 『火』+『烈』

ICE MAGIC : You can freeze the enemy and freeze the surface of the water.
(Ice flow)
Attack power : 74
Hit target ratio : 85
Target range : 0-2 Kartia : 『流』+『氷』

QUAKE MAGIC : You can attack enemies in a wide range. It can also change the terrain.
(Strong quake)
Attack power :46
Hit target ratio : 80
Target range : 0-3 Kartia : 『強』+『震』

MEDICINE MAGIC : It will heal your comrades wounds and recover HP.
(Rare Medicine)
Healing point : 60
Target range : 0-1 Kartia : 『薬』+『奇』

PHANTOMS

A creature used in battle. Made from Kartia. Creator can control the Phantom to kill the enemy.

KYAU : A very docile animal. Has very low power to fight. But good at avoiding attacks. When you see Kyau in the enemy troops, it is better to get rid of them as soon as possible, since it will destroy the treasure boxes. KARTIA : Basic

MILES (Common/Doll/Shadow): Very common Phantom used for direct attacks. The ability is not high but they are easy to create. KARTIA: Basic + 『鬼』

MORDERE (Common/Doll/Shadow): It can attack the enemy from a distance and also good at direct attacks. However it cannot attack back when it receives a direct attack. KARTIA: Basic + 『筒』

WEAPONS / ARMOR

Items created by Kartia. It will make a big difference in the battle. Some items cannot be equipped until the character reaches a certain weapon/gear rank.

WEAPONS

IRON SWORD
Attack power : 8
Rank : C
Kartia : 『剣』+『鉄』
Hit target ratio : 85
Special effect : N/A

BASTARD SWORD
Attack power : 11
Rank : C
Kartia : 『剣』+『鉄』+『?』
Hit target ratio : 70
Special effect : N/A

ROYAL SPEAR
Attack power : 16
Rank : C
Kartia : 『槍』+『金』
Hit target ratio : 84
Special effect : N/A

PLATINUM SPEAR
Attack power : 17
Rank : C
Kartia : 『槍』+『金』+『?』
Hit target ratio : 86
Special effect : N/A

ARMOR

BIG HELMET (head gear)
Defense power : 7
Rank : C
Special effect : N/A
Kartia : 『兜』+『大』

SILVER HELMET (head gear)
Defense power : 9
Rank : C
Special effect : strong in metal
Kartia : 『兜』+『銀』

LEATHER ROBE (body gear)
Defense power : 2
Rank : E
Special effect : N/A
Kartia : 『衣』+『皮』

BEAST ROBE (body gear)
Defense power : 5
Rank : E
Special effect : defense power in water +5
Kartia : 『衣』+『?』+『?』

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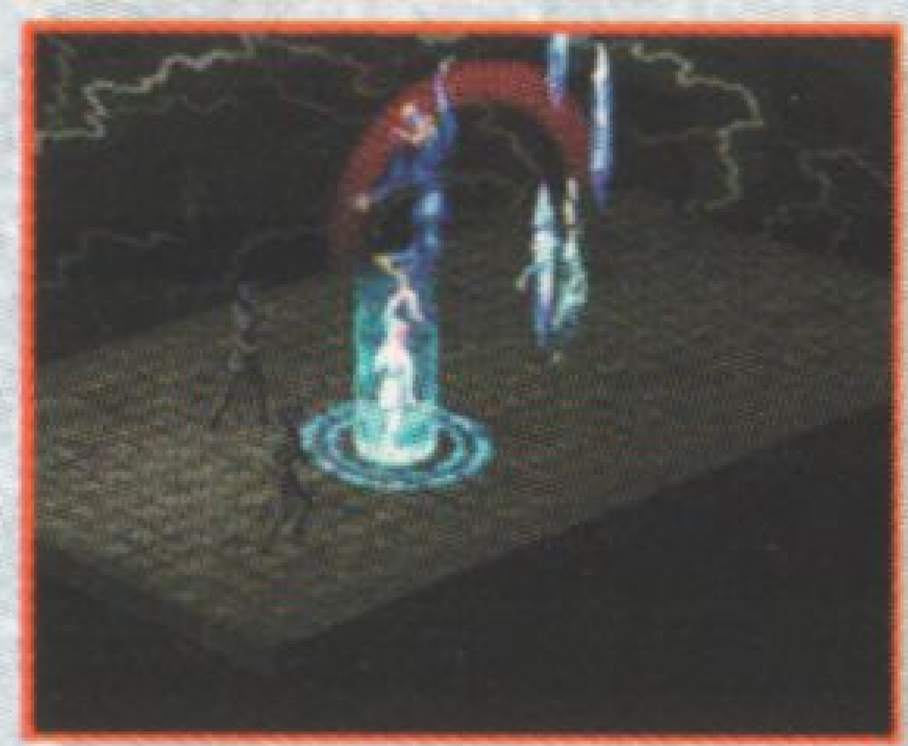

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BRIGANDINE

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